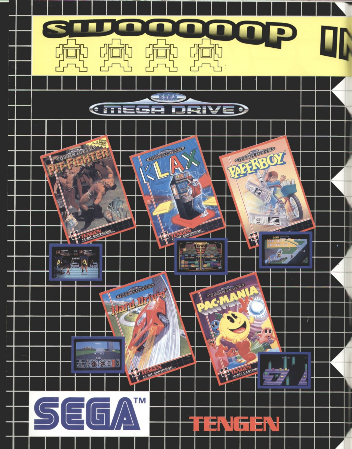


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SUSSING TH

STICK IT TO 'EM!

Have you been creating bloodshed in your newsagents shop, trying to grab your favourite Simpsons badge? There are 24 different designs to choose from, so take a look at the Bart Simpson MS review on page 30 to see which ones ya missed out on! Meantime, meet the Deadheads that brought the badges to ya, as well as the best flickin' mag around for Sega game freaks! Go to it!



CHRIS 'IT'S FOR THE KIDS!' KNIGHT, Ed

Being the eldest team member, and Big Ed to boot, means I can say really big words and get away with 'em! My particular faves at the moment are epiglottis, elocution, emasculation, and 'Do-some-flickin'-work!'

Music-wise I've never, ever listened to anything by Chris (hasn't he got a sister called Di?) Rea and I'd never admit to liking anything released by Right Said Fred, though I could be tempted for a fiver or a signed photo of Wossername Mastrantonio (the one in Robin Hood!). Embarrassing moments? You name 'em and I've had 'em, but how about turning up at a *non*-Fancy Dress Party dressed as the Milky Bar Kid? Ouch! That wasn't the worst either, but I'm not going into that here!

Fave Game Of The Month:
DRAGON'S FURY

ADRIAN 'SKIPPY THE KANGAROO' PITT, Deputy Ed

I'm the baby of the team — a wee 21 years of age! If you spot me wandering round Wolverhampton in a pair of cut-off shorts, don't giggle at me knees!

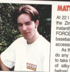
I've been with the mag from the very start. The only member of the team to have survived the SEGA FORCE curse! Remember, if Peter the Pot Plant dies, the company will fold!!

Anyone who slags off the Pet Shop Boys can crawl under a stone! I'm not a great sports fan, although I once sat through a football match — Villa vs Wolves. BORING! I love Anneka Rice and Peugeot 205s.

My most embarrassing moment? The fateful day I fell through Dudley bus shelter!

Fave Game Of The Month:
NEW ZEALAND STORY





MATTHEW 'HAVE YOU NO SHAME?' YEO, Staff Writer

At 22 I feel like an old man already — the Zimmer frame doesn't help! I'm instantly recognisable around SEGA FORCE towers with my trademark red baseball cap and crushed velvet accessories.

As the only member of the team to do any work at all, I feel it is my duty to take this mag where no other piece of silky soft toilet tissue has gone before!

The others might mock me for liking EMF but someone's got to! I have a strange fetish for haddock and most soft cheeses. I hate the colour mauve and people with small uvulas.

My most embarrassing moment happened last week when I accidently put a fork in the spoon drawer! AARRGHH! Don't you just hate it when that happens?

Fave Game Of The Month: ALIEN 3

WARREN 'DAMN THOSE SHEETS!' LAPWORTH, Prod Ed

Mat feels old?! He should step in my shoes! Er, considering the sweaty weekend I had at the 6th International Computer Show, perhaps not! I'm glad to be in me new buckles-and-zips pointy boots!

Music? Joy Division, Xymox, The Icicle Works, Erasure, Dead Can Dance etc etc. I love all kinds of comics and anything to do with *Star Wars*/Lucasfilm/ILM — except *Willow*, which was much too wet for my liking.

A support gig I did a few weeks ago was such a shambles! (Oh, the pressures of live performance!) Very embarrassing but I had a hell of a lot of fun!

My fave saying this month was 'Oh yeah, I like that!' — but I'd better not explain why!

Fave Game Of The Month:
DRAGON'S FURY

SMASHES IN SEPTEMBER

9

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The editor's decision is final in all competitions, so stitch that! Full rules available on request

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DEADLY REVENGE!

10 This Tiki's no chicken! Kiwis are on the rampage in our *world exclusive* look at TecMagik's huge NEW ZEALAND STORY!



NO JOKE!

20 He's not the new-fangled all-black variety, but Sunsoft's blue-and-grey Caped Crusader still packs one helluva punch in BATMAN: RETURN OF THE JOKER!

IT'S OFFISHAL!

24 James Pond's going for gold in the AQUATIC GAMES, EA HOCKEY gets a sequel and pinball wizards get a new option! Electronic Arts line up the releases inside!

SUR-PRIZE, SURPRISE!

27 Get out your Club Card and check those numbers! Yep, there are even more stonking goodies up for grabs this month on your special XPRESS page! Check those numbers and see if you've won!

SONIC WHO?!

6 The very latest SONIC 2 screenshots have hit town. Who's got them first? What do you think! Get the exclusive SEGA FORCE lowdown here!

RIP IT OUT!

34 You've seen the screenshots, now you can pull 'em out and keep 'em! Take out your tips pull-out and what have you got? A brilliant SONIC 2 poster!

MEE OUCH!

52 Catch up with Sega's latest sizzling cartoon licence, TOM & JERRY! It's hot, it's fast and it's on its way to your MS! Reckon you can keep up and trap that pesky rodent?



ARE YOU REGULAR?

60 With our awesome subscriptions offers, it's gotta make sense to get regular with SEGA FORCE!

REGULARS

FORCE tested!

Gotcha!

Looks like the big retail boys have finally caught on to the trend and decided console games are actually the 'hot potatoes' everybody else has claimed for some time.

Over the coming months we can expect to see two of the biggest record chain stores entering the home computer and console market, with HMV centring its attack on six biggies of its 85 stores, as well as some original trial shops.

On top of that, Our Price have stopped dithering and expect to see games cartridges hitting its shelves long before Christmas.

Can we hear music fans complaining the country over as their shelf space disappears? Well that ain't all 'coz pop's last bastion, MTV, looks set to introduce games coverage as well!

Called Mega Byte, this new magazine-on-the-screen will carry news and reviews of music and games, as well as compos sponsored by Sega and third party software publishers.

There'll be games a-plenty, but will that mean price cuts? Let's hope June's first crop of budget Sega games was just the tip of the iceberg!

EXCLUSIVE!!

YOU AIN'T SEEN NOTHIN'

Below: You take the high road and I'll take the low road, but who's gonna get there first? Looks very much like Sonic and Tails are on a chase to the finish line here. Avoid all the obstacles and nasty-looking critters in the way, grab those rings and finish off in style!



SEGA FORCE got there first to bring you the EXCLUSIVE news report about *Sonic 2* from the Chicago CES. And whaddya know? Now we've got you the first official screenshots, too!

The countdown to the revised release date of November 21 is well and truly underway and, as speculation about *Sonic 2* hots up, take your first look at the screenshots here and put your mind at rest — the sequel's graphics are going to be even better than the original!

What's more, the gameplay's gonna be blindingly fast! We've already told you about the nightmarish loops and Moebius strip (**SF** 7, page 9) but get a load of the real thing on-screen! This one's going to take some negotiating, even at top speed.

Right: Here's what we've all been spouting about! The dreaded Moebius Loop looks even more nightmarish on-screen! Hold onto your hats for a fast ride!

Tails you win!

The aim of the game's still to collect as many rings as you can for bonus points, but with the arrival of Tails, a brand new **Sega** character, there's a lot more to the game than that.

With options to play the game in horizontal split-screen mode or with both characters in full-screen, be prepared for some dazzling race action. Are you up to it? That's the slogan for the game and you can bet us deadheads here in Game Freak Alley reckon we are! We're bustin' a gut to get a play on *Sonic 2*!

Sega's global release policy is still firmly in place for the launch date, to see *Sonic 2* appearing on all three formats, all over the world, on the same day.

That's going to be quite an undertaking but, even with a few days leeway, the grey importers aren't going to get much of a look-in! As far as **Sega** are concerned this is a pretty big deal, since over £1 million has been put aside just to promote the game. Five lucky bleeders've already won *Sonic 2* badges from **SEGA FORCE**, but you can bet there's gonna be loads more merchandising goodies in store very soon.

What does that all mean? Well, with over one million *Sonic 2* carts set to crash onto the games market, it looks like it's

Below: Want even more loops? You've got 'em! Sonic 2 features even more fiendish routes, buffers and bumpers than the original. Get ready!



IN THE BUFF!

Joypad producers **Spectravideo** are going naked again, with the launch of their latest award-winning ***Quickjoy*** Sega joypad.

The *ProPad*, which works on both the MS and MD, is housed in a transparent shell, giving it that unique 'nude' appeal! With standard 8-way D-pad, three fire buttons, extra left and right buttons, dual autofire mode, slow-mo function and a three-speed autofire control, this one ain't bad value at around £15!

Go check your local shop or phone Spectravideo on (081) 902 2211 for more details.

THIN' YET!



gonna be a blue, blue Christmas this year!

You've read the hot news, seen the screenshots, now keep your eyes well and truly peeled for next month's issue of **SEGA FORCE**. Believe us, you ain't seen nothin' yet!!



TOO TERRA-FYING?

Hang on to your hats for even more EXCLUSIVE **Sega** games news! Following a recent announcement in Japan, Sega and **Amstrad** are teaming up to bring out what looks like the UK version of the **Terra Drive**!

Nobody knows what the new machine's going to be called, but what's certain is that it'll be a PC that plays Mega Drive cartridges!

Due for release some time in the Autumn, the monster will cost around the same as an ordinary Amstrad PC and, with sales projections put at more than 200,000 by the end of the year, it looks like Amstrad have finally found a secure route into the video games market (remember the GX4000?!).

Look out for more hot Terra Drive news in next month's ish, but remember where you got the info first! That's right, **SEGA FORCE** got there in front of everybody else again!

ADEY BABE'S MOST MEANINGFUL NATTER BIT

● Well bless my soul! I come into work one mornin' only to be told I've bin given a position of importance. Deputy Editor, if you please! Deputy Dog, more like! 'Make the tea, Ade, sweep the floors, Ade... Grab an elastic band, a piece of Bacofoil and get on with Polaris, Ade!' Hold ya horses, plebs, I've only got one pair of hands and they're used for far more important things! Know wot I mean? Fnarr!! Anyway, Mr Knight and myself will get together and toy with a few... errrr... play around with a bit of... ummm... Think a bit and come up with a few new ideas for the bestest mag around. Keep 'em peeled... Oh yes and by the way, apologies for the right-royal mess over last month's poster, which got mysteriously divided somewhere down the line. Ah well, we're only human and the like and we'll make damned sure it don't happen again!

GAMES MASTERS!

Wanna get all the lowdown on yer fave games? Have a peek at the latest game guides hot off the print press from London-based **Simon and Schuster**.

Selling at £2.99 each, these books are the official **Sega** line, giving walk-throughs, hints and tips about a whole load of top games. How about Volume One, featuring *Sonic The Hedgehog*, *Prince Of Persia* and *Super Kick Off*?

The rest are just as awesome and the first four volumes are due out at the beginning of September. To find out if your fave game is covered in the ***Sega Pro-Master*** range, give Simon and Schuster a ring on (071) 724 7577 now!



A cardboard coin-op?! What do you put in the slot, 2nd class postage stamps?! Oh, it's the flashy display for Simon and Schuster's tips books!



A RIGHT RUBBING!

Why did Paul Mellerick cross the road? 'Coz he's a great woolly-arsed chicken, that's why! I've heard of people getting cold feet on their wedding day, but not turning up for your own challenge, I ask ya!

Steven Garland and his mum, Sian, trekked all the way from sunny Newport in Cwmbran expecting to meet the man himself. Instead, Mat and Chris threw down the gauntlet and daggers were soon drawn!

Fourteen-year-old Steven wasn't quite prepared for MS *Sonic* and MD *Olympic Gold*. Nevertheless, he gave 'em his best shot!

Mat mashed!

Sonic was a close thing! First task for Mat and Steve — to achieve the fastest time on Green Hill, Act One.

Mr Yeo was thrashed! Steve zoomed through in just 22 seconds. Mat managed to scrape a dismal 29 seconds!

Gutter Talk

Next in line, the lads had to amass as many rings as they could in Green Hill. One small mistake from Steve cost him the round. Mat grabbed 311 rings, Steve had 250.

Finally, how far could the boys get in the game overall? Both reached Act One of Jungle Zone, but Steve got that little bit further. Result? Steve wins the *Sonic* challenge!

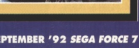
Steve's Knight-mare!

Steve hadn't played *Olympic Gold* before and had the pants beaten off him by Big Ed. Out of five events, Chris won four! Steve excelled in the archery.

Then Ade put the pressure on. Did Steve want things left as a draw, or challenge Pitty and run the risk of losing? Steve was a gentleman and the whole caboodle was settled amicably. A tie it was!

Which wins Steve the right to say 'hello!' to everyone at Croesyceiliog Comprehensive and all his mates who didn't believe he was coming down to see us: Dean Legge, Paul Bailey, Zitty, Stephanie, Trim, Hollandish Man (?!) and Adam. The lad done well!





SHOW OFFS!

If you made it to the **6th International Computer Show**, you must have ventured along to the **Force Field Plaza**! We pretty much stormed the Wembley Conference Centre and by the way you lot descended on us for the three days, the whole thing went down a treat! With loadsa game challenges and masses of prizes given away, all our visitors had a totally brilliant time.

But what did the **SEGA FORCE** team make of it all? Read on and find out!



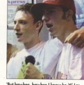
You're lucky I didn't have to dictate this little lot! I did so much shouting at the 6th International Comp Show I think my voice is still hanging up in the rafters somewhere at Wembley! Don't worry, I wasn't shouting at the **SEGA FORCE** team, just making sure everybody knew about our brilliant stand. We had a fantastic time over the three days, made loads of new friends and vowed, 'We'll be back!'

I have never been so knackered in my life! Three days of hell in London followed by zero sleep! Don't let anyone tell you these shows are easy 'cos they sure ain't! Once again **SEGA FORCE** proves itself to be the No.1 Sega mag in the country. Not only did we have the most impressive stand at the show but we were also the only ones to have a laugh! Editorial activities included karaoke, tap dancing and piggy-back racing! Yep folks, we had a whale of a time and if you were there then we hope you did too! See ya next year!

I agree with Mat wholeheartedly! The **SEGA FORCE** crew proved once again that when it comes to hard work, we pull together as a team and have a good old laugh at the same time! We're so down to earth here!

The show was fabulous! It was nice meeting you all. I hope I didn't look too much of a pratt in me tuxedo and shorts! Our stand was fantastic, the video wall certainly drew in the crowds. *Dragon's Fury* from Domark went down a storm.

There are rumours we'll be back at Wembley in February. Just remember, Mat, next time we step up on the karaoke stand, *Like A Virgin* is most definitely out!!



'But bay-bee, bay-bee I know-ho it!' Las Vegas's hottest new duo, Pitt and Yeo, get all glassy-eyed as they pop into Wembley as part of their whistle-stop world tour.

Yyyyyyawn! I haven't been this tired since, er... I spent three days stomping around the 6th Inty Computer Show in combat gear! Whose idea was it to wear that macho get-up anyway? Still, the uniforms made us look like the hard, together team we are.

I met hoards of people — but not enough of 'em were dedicated **SEGA FORCE** fans! Never mind, they'll learn, like the half-dozen who asked for my autograph already have!

Our loud, crowd-packed stand was the cultural Mecca of the show and will stick in the mind of all who visited it — don't forget who was behind it all!

We'll be back, at a show near you — soon! Miss us and weep!

Got all that? Keep yer eyes peeled for news on our next flickin' amazing outing to a show!

What's this? A Manhattan skyline? A scale model of Maxwell's (sadly aborted) weekend villa? Nope, it's a panoramic view of the Show, Force Field Plaza its shining beacon!

TO BE THIS GOOD...! Check out this space next month to find out who's filled Danny Curly's shoes, when we announce the winner of the Official European Sega Challenge Final. Competing for England at the exclusive Roof Gardens in Kensington is 14-year-old Karl Roberts from Port Talbot in South Wales and, as this article went to press, we heard he was busy greasing his trigger finger for the big event. Good luck, Karl — even though you'll know the outcome by the time you read this!

GAMEBUDDY BLITZ

As any woman'll tell ya, a new outfit doesn't look good without the right accessories! The same can be said for your Sega system.

Deekay (UK) to the rescue! They're manufacturers of high quality British made add-ons for both Nintendo and Sega machines. And what's more, all their products, marketed under the **Gamebuddy** name, are guaranteed 100% reliable and won't break the bank!

Our roving reporter paid a visit to the Crest Hotel in Luton and nosed at some of the new **Deekay** peripherals for all three Sega systems...

The flick of a switch!

Top of the list is the ***Switchstix***, a simple but innovative product that allows your joypad to be used as a joystick! It's suitable for the MD, MS and GG.

The appropriate base is fixed to the pad, a stick's locked into place, and by jingo — your very own mini-joystick! Switchstix comes complete with three detachable bases and adhesive pads. The price? A mere £4.99! Worra bargain!

Also released are a 6 and 9 volt ***Switchable Adaptor*** at £9.99 and a ***Switchable Games Adaptor*** for the Mega Drive. You can plug two games into the MD and switch from one to the other, saving wear and tear on the carts. All this for under a tenner!



At just £9.99, the switchable mains adaptor for the Game Gear looks pretty sharp value for money! Speaking of which, this seems to be the whole concept behind Deekay's Gamebuddy range. It's all pretty cheap but it certainly ain't nasty! Tune in next month for even more up-to-date info on these handy accessories to boost yer playing power!

Well and truly gripped!

Not content with *that* little box of booty, **Deekay** plan to release a 9 volt battery pack for the Game Gear, a cheat cartridge, a car lighter adaptor and charger.

Whoops! Almost forgot the ***Games Gripper***! Another simple pocket money product, the Gripper is a games mat with a non-slip surface, suitable for all handhelds and console joypads.

Deekay's objective is to have 20 high quality, value for money, British made **Gamebuddy** products by September '93. Looks like you're well on your way, chaps!



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Advance Play!

MASTER SYSTEM MS

THE NEW ZEAL

Antipodean action all the way as Mr Cute 'N' Cuddly himself, ADRIAN PITT, goes kiwi crazy in this world exclusive preview!

It was a smash hit on home computers. Now, for the first time ever, SEGA FORCE can exclusively reveal TecMagik's great MS version of *The New Zealand Story*.

The conversion boasts 16-bit quality graphics and promises to play exactly like the coin-op. There are 21 levels of fast and feathery action and 12 different tunes, including the original arcade soundtrack.

The question remains, though, have TecMagik done MS owners proud, or is *The New Zealand Story* just a god-damn pain in the beak? Read on, me old cobbers...

Ladies and gentleman, boys and girls, let me introduce the star of the show, Tiki the Kiwi, a dude who's a darn sight more lovable than any spiky old, namby-pampy blue hedgehog. He's fluffy and flamboyant. Friendly and frivolous — the sort of chap you could take round ya house and introduce to ya mother!



Well... errrr... he *was*. Between you, me and the gatepost, things have gone slightly askew. This is a kiwi with an *attitude*...

Ya see, Tiki's suffered one helluva grievous loss. The love of his life and many of his closest friends have been birdnapped by none other than a blubbering blue beastie by the name of Wally, New Zealand's hardest and most feared Walrus! (Who dreams up these storylines?!) The title screen shows Walter with a gigantic sack, pursuing a gang of frightened kiwis. Fortunately, one wee yellow fellow makes his great escape. Hurrah for Tiki!

Once he's pulled himself together, he can set about rescuing his buddies from the parks and zoos of New Zealand and locate his dreamboat, Phee Phee, before Wally the Walrus gets those tusks of his razor-sharp and turns her into kiwi pie!

You take control of our hero and start the game in Auckland, outside the lion cage at the local zoo. Use the D-button to move Tiki around, button [1] to fire an endless supply of arrows, [2] to fly. 'What?' I hear you cry, 'kiwis can't fly!' This one can! To visit higher levels or those hard-to-reach places, jump on a space-hopper or climb into a hot-air balloon and Tiki does his Phileas Fogg impersonation! Keep button [2] pressed for continuous flight.

Wot no monsters?! Course there are! Wally's henchmen are out to get ya! They won't stop until feathers fly: sneaky snakes, mutant spikes, purple blobs, tyrannical teddy bears and bats that shoot fiery triangles. They ooze outta walls, floors and crawl along ledges with murder in mind! Jump over all things evil or use your trusty bow and arrow to zap 'em where it hurts.

In the swim...

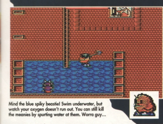
Tiki's a multi-purpose kiwi, that's for sure! Not only can he fly — he swims as well! To access particular areas of each level, you don snorkel and flippers and travel underwater. Keep an eye on the oxygen-meter, though. As soon as the red bar falls below the halfway mark, you're in big trouble! Poor Tiki flaps his wings and screams out for air.

The start of level one. Outside the lion's cage in the zoo. Beware, sneaky snails appear any minute!

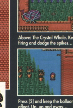
Above: The space-hopper. Those bats are a pest. Dodge those red triangles, or blast the critters!

Get to the surface quick for a good gasp or Tiki goes freaky! One life lost, folks!

Each round's split into sub levels. At the end of stage three in Auckland, you come face to face with the crystal whale. Split-second timing, speed and accuracy are needed as you fire at him, dodging the metallic spikes he spurts. After a few attempts, you master the best way to oust him. He

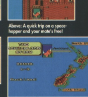


Mind the blue spiky beastie! Swim underwater, but watch your oxygen doesn't run out. You can still kill the meanies by spurting water at them. Worra guy...



Above: The Crystal Whale. Keep firing and dodge the spikes...

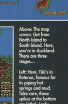
Press [2] and keep the balloon afloat. Up, up and away...



Above: A quick trip on a space-hopper and your mate's free!







Above: The map screen. Get from North Island to South Island. Here, you're in Auckland. There are three stages...

Left: Here, Tiki's in Rotorua, famous for its piping-hot springs and mud. Take care, those spikes at the bottom are lethal. Looks like he's had it!





Here, two bad guys have been ousted and turned into fruit. Don't land on that spike on the right...

Keep an eye out for that guy on top, he chucks boomerangs back and forth. Snails spit slime!!

Level one's pretty short and in no time at all, you spot one of your bestest buddies. Run to him...

If you stay down here and keep firing, you gain loadsa points. Not too long though, because...

that green demon appears! Above: the teddy bears appear out of the scenery. Get blastin', Tiki!

Loads of fruit to grab, but those bears are multiplying! Here an arrow points the way out...

shatters into thousands of pieces and a massive bonus is yours for the taking!

Next stop, Rotorua, famous for its piping-hot geysers and friendly maoris! Perhaps 'friendly' was the wrong word! The inhabitants *here* are lowdown and dirty!

What's more, each level's maze-like — getting lost's part of the fun! Follow the arrows onscreen 'coz if you trundle up a blind alley there's every chance you'll get stuck!

Preliminary levels are easy. Find your mates and release them from the cages. Later rounds are tough! This is where bonus objects come in handy. Many of the bad guys change into fruit when they're killed, apples, grapes and kiwi fruit, of course!

Sometimes you find a laser gun, fireballs or a watch that momentarily freezes monsters. These bits 'n' bobs are few and far between so make the most of 'em!

Can you race from the top of New Zealand to the bottom, find your friends and snog Phee Phee before it's too late? Two chicken Tiki's and a portion of prawn crackers, please Wally!

No locals around here in Rotorua! Just as well coz they're all a pain in the ass! Those spikes are well and truly out of the way. Walk along and more teddies appear!! This is almost the end of the level and if my eyesight serves me well, one of your mates is callin' out for ya! Quick for a big bonus!

The circus is coming to town! There's a green arrow pointing the way up. Yet more snails and those deadheads throwing bendy sticks!! A chase on space-hoppers by the looks of things.

The first thing that hits you about *The New Zealand Story* is the graphics. TecMagik are true to their word — these visuals surely give the Mega Drive a run for its money!

Tiki's dead cinchy to control and moves at quite a pace. Things don't slow down one iota when loadsa creatures crawl out of the woodwork. There are no probs with scrolling, either — it's as smooth as a kiwi's corn plaster! No flicker! No fuss! No worries.

Top quality graphics

Backdrops suit the game well and represent different parts of New Zealand. They're colourful yet uncluttered. All the bad guys and Tiki himself are beautifully animated. That crazy yellow guy blazes a trail at all times. Watch as he flaps his wee wings while falling from great heights and waggles his stumpy little legs when a nasty bleeder jumps him from behind!

The soundtracks are pretty nifty. Anyone who's played *TNZS* on other formats will be familiar with the ditties. They play throughout each level and are incredibly cute! But what can you expect?! This *is* Tiki! The ditty changes when you're loitering. A message pops up at the top of the screen warning you to get your fluffy little ass into gear. From then on, watch out! A humungous green demon zooms onscreen and sticks a whopping great trident right where it hurts!

Kamikaze kiwis!

Not only does *The New Zealand Story* look good, it plays like a real corker! TecMagik have achieved a great balance between visuals and playability. The difficulty level's just right.

TNZS possesses that 'Oooooh! I've just got to have one more go!' factor and before long, I was hooked! I *had* to see where the next level would take me. That kiwi was gaggin' for it! If you were down at the 6th International Computer Show, you would've seen just how great *The New Zealand Story* plays.

Strewth! It's looks as though those dudes at *TecMagik* have yet another smash on their hands. I wonder whether their Product Managers, Nikki and Greg, will fork out for an all-expenses paid trip to Wellington for me if I give the game a good review? (Wellington, New Zealand, *not* Wellington, Telford!)

Expect the full lowdown pretty damn soon. Until then, reflect on this utterly, UTTERLY crap joke! What d'ya get if ya cross Tiki with a famous New Zealand opera singer? Answer: Dame Kiwi Te Kanawa!! (Groan! —Everyone in the world.)

ADE

THE GREAT YELLOW-BELLIED CRAZY KIWI GIVEAWAY!

Ruffle a few feathers with SEGA FORCE and TECMAGIK!

Win a well wicked, fair dinkum MASTER SYSTEM II and a TecMagik cart of your choice, in our exclusive New Zealand Story compo! Wot no sheep?!

Poor old New Zealand! Just because it's a fiddly little crumb, with no soap opera to its name, big bad Australia *always* steals the limelight!

Hurrah for TecMagik! They're about to put things right with the release of their stonking new arcade adventure, *The New Zealand Story*.

Just because kiwis can't fly, recite Shakespeare or shift pianos, it doesn't mean to say they don't use their noddles when it comes to sorting out a crisis. Good old Tiki's already scouring the island for his mates and his heart's desire, Phee Phee.

Now it's your turn to put your grey matter into gear and enter this exclusive *New Zealand Story* compo from us dudes at SEGA FORCE and those ever-so streetwise deadheads at TecMagik.

We're giving away a rip-roarin' Master System II and billabong-beating cartridge to the first two dudes pulled outta Mat's slightly whiffy gumboots! Choose from MS *Populous, Shadow of the Beast, Pacmania* and *Champions Of Europe*. You'll have to wait for *The New Zealand Story*; tune into SEGA FORCE for yet another great kiwi-kickin' compo real soon.

On a postcard or sealed-down envelope, answer the three easy-peasy, well researched teasers, then note down your name, address and cart you'd most like to win. Send the whole caboodle to: MUMMY, THERE'S A KIWI IN THE MICROWAVE, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. **Entries to arrive no later than** 10 September 1992. **No worries!**

TIKI TEASERS!

1. In *The New Zealand Story*, Tiki the Kiwi flies...
a) Virgin Atlantic b) in a balloon c) on a milking stool

2. Which of the following creatures appears in *The New Zealand Story*?
a) The Crystal Whale b) The Loch Ness Monster c) The Hemming Hellhound

3. Which of the following statements is FALSE?
a) Kiwis can't fly b) New Zealand's near Australia c) Skippy the Bush Kangaroo's an African dictator



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The BLACK MARSHAL's mean. Ask him about peripherals and he talks real HARDware... then mellows out and tickles the ivories with Newton.

BIGGER IS BETTER, or 'WHY CAN'T WE HAVE THAT?' DEPT: With all the talk of full-motion video (and the CD-ROM blast due — see recent columns), maybe we should get off our high horses and see just what the *really* Big Boys are up to.

The recent **PC Expo** in New York featured **IBM** and **Apple** Macintosh multimedia applications piled to the ceiling, particularly full-screen video — the kind of stuff we've been screaming about for years. Here's the new benchmarks to keep in mind: **Philips and CDI**: They're showing full-motion, full-screen video nearly indistinguishable from broadcast television! The plug-in video module will be internal next year. The dithered colours may not reach into the millions but who cares? It looks good and comes off a disk!

Quicktime from Apple: Easy to connect and use, it's fast becoming a new video standard. The internal board from **RasterOps** (QuickPak) changes the small Quicktime window to a full-screen one and raises the frame rate to the 30 per second needed for smooth animation — no system slowdowns or tricks. It's less than $1000, which is practically giving it away in the Mac world.

The Black Marshal went walkabout at the recent PC Expo in New York and bit off more than he could chew! The unscrupulous Joker caught our man by surprise and gave him a faceful with his flowery squirter!

Switchin' cousins

Both of the above work by compressing digital data then decompressing it — Quicktime doesn't have to come from CD-ROM, of course.

Do your little eyes gleam when you think what **Sega** could do by getting some of those custom LSI chips and putting them in the CD-ROM unit? Uh-huh, we'd finally get realtime video instead of just bitmapped or digitised graphics. Stay tuned. (By that I mean *REALLY* stay tuned, this probably won't occur until 2000 AD+!!)

Somewhat cheaper and less fanciful peripherals are becoming big business for the Genny (what US retailers call the **Sega** 16-bit). **Tengen** are hoping to cash in with a whole line of stuff.

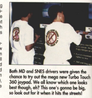
This includes an automatic RF switch, to select between TV programmes and the console, and the 3-System Switch, a similar item to instantly choose one of three console set-ups (presuming you've got that many!).

A cleaning kit, replacement power adaptor and control pad complete the range.

Invisible touch

Tengen aren't the only ones. **ALS Industries**' Sega Entertainment Center's designed to hold the Genesis/MD unit with a Power Base convertor, or Master System, 16 game cartridges, controllers and instruction books. A translucent dust cover's hinged to the glossy black body.

The ***Striker*** **control pad works as neat as it looks; a black body with the** D-pad in neat recessed yellow. Tri-coloured autofire buttons, slow-mo, but the neatest part's a headphone jack. Now you can listen in without the fear of one of those quick moves ripping the headphones out of the Mega Drive.



Both MD and SNES drivers were given the chance to try out the mega new Turbo Touch 360 joypad. We all know which one looks best though, eh? This one's gonna be big, so look out for it when it hits the streets!



Talking of being big, this mammoth version of the Turbo Touch proved an instant hit at the PC Expo in New York. Of course, the MD version was used for demo purposes, leaving Nintendo users well in the shade!

Can't get enough of those third-party control pads, huh? You've probably heard of Triax's Turbo Touch 360 already. Touch sensitive, all the player has to do is slide their thumb over the circular sensor plate. Quicker response and multi-directional actions are easy, circular movements especially. Simply fantastic.

It's a Miracle!

But what's this? The MD's missing out on a peripheral?! Yep, **Software Toolworks'** ***Miracle*** **synthesizer/keyboard teaching**

You too can become a budding maestro at the flick of a button! Tune in to the Miracle and pick up the first basic steps on the way to becoming musical. Once that's done, you can progress even further!



system's available for NES, SNES, IBM and Macintosh — but not the Sega. Never fear, it's on the way!

The Miracle's a cool full-size unit, featuring 49 velocity-sensitive keys, PCM sounds [Pulse Code Modulation — a pseudo sample system —muso Prod Ed] and 16-note polyphony [16 notes can be sounded simultaneously]. Up to eight of the 128 digital sound patches can be played through built-in stereo speakers at any one time. The keyboard comes with a pair of headphones, a sustain pedal and cable that attaches to the first joypad port.

Lessons are learned from the bundled cartridge. Since the keys are velocity- and touch-sensitive, the program not only monitors your fingering but the strength of your 'touch' as well. Through games and onscreen music, you learn to read notes and develop rhythm. Flashcards jog your memory and the MD even plays along with you, if you ask nicely.

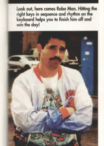
The Miracle has 200 lessons featuring smooth scrolling, clear graphics and dozens of musical selections, from classical to pop. Game-wise, in *Duck Hunt* you shoot the little guys as they pass along the musical stave! All this for $280.

Above: The Cabbage Patch Dolls have hit it big again, this time working their way into the US Olympic Team as mascots. A curious combination, but there ya go!

One of the simpler lessons is to pick out the notes as they appear on the screen, in the form of ducks!! Being able to recognise notes is a major step in the right direction!

Right: Hold tight and sit fast for a great ride in Games 2000's brand new Super Chair. This one's a real lightweight but handles a treat on racing games!

Look out, here comes Robo Man. Hitting the right keys in sequence and rhythm on the keyboard helps you to finish him off and win the day!



Déjà vu

You might remember the action chair so highly touted for the infamous **Konix** console-that-never-was. Less high-tech but REAL is the ***Super Chair* from Games 2000**.

The steel and plastic frame and low-slung seat resemble an updated rocking horse. Two hand grips (reminiscent of ski poles) each have fire, Start and Select buttons, while the chair itself handles movements usually the domain of the joypad's D-button.

The Super Chair disassembles into a moderately small suitcase (bigger than a breadbox but smaller than an elephant — see illustration) and weighs less than 24lbs. It's particularly good for car and aircraft games — *Road Rash* here I come!

With the Olympic games still strong in the mind, one of the interesting things in the States was adopting Cabbage Patch Dolls as official mascots of the USA team. Athletes not only received exclusive versions of the dolls — complete with specially-designed jogging suit and T-shirt — but gave away some 2500 of the dolls to local young people through promotional activities. A good will gesture that'll reap benefits for toy maker **Hasbro**.

Newton: a stroke of genius

One of the most exciting new products shown this or any year is **Apple Computers' *Newton*, the first PDA — Personal Digital Assistant.** The concept is simple. The execution requires massively high-tech RISC chips.

Newton's a small device which simply consists of an LCD screen you write on with a stylus. The system's artificial intelligence 'knows' what you're writing, takes your circles and squiggly lines and turns them into perfect shapes. It does the same for printed text with optical character recognition software.

But the true genius is in how everything relates. Write 'Lunch with Julie on Friday' and Newton knows to place this in your calendar — lunch being at noon and Julie from the built-in address book. The same intelligence knows not to bother you on a Saturday with a reminder to phone an office. Taken with new technology in development, Newton enables other machines to interact, using digital wireless communication. We'll be seeing a lot more of this and real soon.

The whole biz of virtual reality and 3D interfacing will finally get the boost of artificial intelligence behind it. PDA technology installed in a video machine would mean fantastic games.

And don't think the console 'Big Boys' aren't looking at Apple. Looking and drooling. Even with CD-ROMs on the event horizon, there are much greater heights waiting to be scaled...

WHAT'S IN STORE?

Cartridges lying around all over the place? Keep 'em in the **Dynasound *Sega Genesis Video Game Organizer***. It holds a complete MD system, all the cords, two controllers, and 28 carts plus booklets. Cut-outs at the rear allow power connection without shifting the console.

Just for carts is their **Cartridge Caddy**. Smaller than the Organizer, of course, but holds 15 carts and booklets.

Or try the ***Stack Rack*** from **Safe Care Products**. It holds both MS and MD carts and is stackable with further Racks, naturally. Black textured plastic's combined with colourful packaging — it's a sleek-looking beast. Get those carts off the floor!

Nuby's ***Game Gear Attache Case*** is a safe way to hold and transport that colour LCD that's begging to be scratched. It also holds carts, instruction booklets and other accessories, with space for the TV tuner inserted into Gear.

Dynasound make two GG carriers, one for the handheld, batteries and carts, the other larger to include the AC adaptor, TV tuner and car adaptor.

Tidy your room — NOW!



Feature!

Nobody ever talks to the new boy. So we sent MAT YEO to Coventry — literally! He's had a pretty bad case of KRUSTY'S for weeks; so was there any chance FOX WILLIAMS, programmers of the fiendishly frustrating game, could come up with the cure?

20TH CENTURY BO

One of the greatest games this year has to be the smash *Krusty's Super Fun House*. After years of dull, repetitive platform games, *Krusty's* pops up out of nowhere and pokes a finger in the eye of a certain blue hedgehog!

As you probably know, the aim of *Krusty's Super Fun House* is to rid the place of verminous rodents, using a combination of blocks, pipes, blowers, agility and downright inventiveness! This game will have you baffled time and time again as you wrack your brains trying to figure out how to complete the rooms. With five levels to tackle and a maximum 14 rooms on each, this'll take you donkeys' years to crack!

Clam up!

And where was this masterpiece of modern technology created? In a high-tech lab somewhere in LA? A gleaming, glass-covered tower in New York? Nope, in sunny Coventry! Yesiree, Coventry, home of large cathedral-type buildings, Bobby Gould and er… that's about it!

Oh yes, it's also home to two of the hottest new games designers in the country, **Pat Fox** and **Scott Williams**! Put the two names together and, lo and behold, you come up with the dynamic formation that is **Fox Williams**.

Fox Williams have been together as a company for a mere 14 months, a relative newcomer to the home computer and console market, but that doesn't mean both the human components were novices in the field. Before Fox Williams came about, Scott was working for a small software company and created the legendary (?) *Lone Wolf* on the Atari ST (nope, I've

Roll up ladies and gentlemen for Krusty's Super Fun House. Yep folks, programmed by Pat Fox and Scott Williams, this neat platform romp was passed onto Peter Calver at AudioGenic who sent the whole package onto Acclaim. Hi kids!



The hidden rooms make Krusty's even more playable. Even if you've finished off the rats on each level, you can't complete it unless you've located the rooms. Chase through them for extra special bonuses!





On the left is Pat Fox. A friendly chap who has a strange fetish for small furry animals. After he was caught with the last one and a bowl of custard, he became a reformed character. He lists his hobbies as putting the sesame seeds on buns and watching reruns of El dorado.



This is Scott Williams. Once a part-time member of Black Lace. he now wastes his evenings painting pictures of rare fruit and has an extensive collection of erasers. Scot once auditioned for Run For Your Wife but was turned down for being too hairy.

never heard of it either!) (Honestly, you nippers around nowadays!–Ed). Poor old Pat, on the other hand, had never even had a sniff of a console! He'd been getting his mitts grubby working in a car factory and decided enough was enough. Pat taught himself computer graphics and design (clever chap!), packed his satchel and headed off into the sunset to find fame and fortune.

After programming *Loopz*, he met Scott, when Pat's radioactive pet oyster bit him (oh dear). A legend was born! They worked at the same company and cobbled together a rather spiffy game, *Robotz*, in their spare time. The rest, as they say, is history.

I jetted up to sunny Coventry and arranged to meet them in a shady back alley for an exclusive SEGA FORCE interview. Pat and Scott whisked me away to their secret underground lair/abattoir and attempted to bribe me with cups of tea!

After I'd recovered and emptied my bowels, I began the grilling process.

Great Acclaim

When **Fox Williams** was formed, way back in the mists of time (well, early 1991, actually!), these two ex-convicts (only joking, guys!) immediately set about designing a demo that would eventually become *Krusty's Super Fun House.*

In the beginning, the game took the shape of a somewhat spiffing platform romp, devised in the dark recesses of the combined Fox Williams imagination. So where did the transformation to Krustyland take shape?

'We took the basic game to **Audiogenic** and they passed it onto **Acclaim**,' said Pat with a manic grin on his face.

Scot fixed me with a look that could curdle milk, 'Acclaim thought it would be a good idea to base the game around The Simpsons' character, Krusty the Clown.'

Ignoring the dollar signs flashing in their eyes, I ploughed on.

Krusty's Super Fun House is their first major game and boy, what a stormer it is! But these boys are far too sussed to let this first major success go to their heads.

'We've been very lucky so far,' coughed Scott, 'to have come up with what we think is a great platform game and to be able to use a licensed character.'

'*Krusty's* isn't your average platform game though,' says Pat. 'We wanted to come up with a puzzle game where you'd have to use not only skill and speed with a joypad but also your intelligence.'

As they were answering all my questions, I quietly undid the manacles from my hands and feet and tipped away the last cup of tea.

MD vs SNES

When designing a new game, **Fox Williams** work as a team, with both components working on very different aspects. Pat spends his wasted hours coming up with graphics and level designs, whereas Scott has nothing better to do than dream up wacky routines and programs. That may sound easy, but when your company and livlihood depend on your creative outbursts, you need to have a fairly smart head on your shoulders!

At this very moment they're both working on converting *Krusty's* to various other systems. They're also working in an old bank vault somewhere in Coventry on a mega-secret new game! I was castrated for just asking about it! Be sure that **SEGA FORCE**'ll be right in there at the front when the news about this one breaks, though.

Below: Splat that rat! Use a combination of blocks and blowers to get the rats to the trap. Krusty gets help from his special friend Bart Simpson here who lends an extra large hand!



Jump onto these platforms to go up. Be warned! The bloke on the right is a real pain. Watch out for the laser blasts he fires and don't land on him. Get to the top of the screen here and head left for extra blocks and more goodies.

Okay, it's time to tick off the Nintendo owners. Scott reckons 'The MD is definitely the better machine 'cos it's more accessible. The SNES has good hardware but no real processing power.' That's one up to **Sega**! Without being overly biased, the whole team at Tokyo 2 reckons the MD version of *Krusty's* is far and away better anyway. Stitch that SNES owners!

Scott puts on an eye patch and hoists his Jolly Roger. It's time to start gabbing about piracy!

'Basically, piracy is theft,' he says. 'I have complete and utter contempt for anyone who tries to copy or rip off someone else's work.' I quickly hide my C90s, the ones I used to tape Adrian's entire Kylie collection, and turn to Pat.

'I agree with Scott. Pirates are a real pain and there's not a lot software companies can do about them.

'By the way, one thing I *do* approve of, though, is magazines printing maps and tips to games. Most games are too tough and it can be rewarding to finish one, even with some help!'

'Computer and console magazines are great!' said Scott. 'I used to love reading interviews like this in mags when I was younger.'

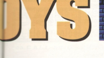
Good old Matt!

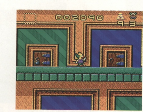
I asked these two deviants if **Matt Groening**, creator of The Simpsons, had seen *Krusty's Super Fun House* and if so, what he thought of it and if he'd been able to make any input to the game.

'Apparently, Matt Groening loved *Krusty's*. In fact he even designed some of the characters, such as the flying pig, snakes and birds, and faxed them over to us.'

They're both keen to do a sequel but as Pat puts it, 'I guess we'll have to see how well this one does and if Acclaim want us to do another **Krusty's** game.'

Pat and Scot intend to keep **Fox Williams** as a two-man operation (ie, they





want to keep all the money for themselves!) for the foreseeable future.

'If we start to bring other people into the operation we're not going to have hands-on control of all aspects of our games. Besides, with egos as large as ours there's no room for anyone else!'

Damn fine ideas!

Finally, some tips to help us dullards get into the business.

'First of all, you need a damn good idea for a game. Make it look amazing, as presentation's very important,' says Scott

Pat elbows him in the ribs. 'Shop your game around and try as many software companies as possible. Oh, and try to act in a professional manner.'

Scott tackles Pat to the floor and shoots me a sideways glance. 'Find yourself a helpful publisher and get the best money you can. Remember, while working on a game you'll be living off an advance on your royalty cheques, so be realistic when giving your company a deadline.'

Pat disembowels Scott and feeds his steaming entrails to a passing lion. 'Listen to other people's views and be prepared to take criticism!'

Scot disintegrates Pat's head with a thermonuclear device and shouts to me. 'And remember, the rewards for coming up with a great game can include interviews with such prestigious magazines as SEGA FORCE!'

What a creep! I leave their dungeon lair with the sounds of the tormented still in my ears and the blood of hapless Nintendo owners on my boots. **Fox Williams** are the new kids on the block (yuck!) but they're gonna kick ass for a long time to come!

Despite their claim that they were 'lucky' to get The Simpsons characters involved in their original concept, the Fox Williams team has worked them all in superbly on the separate levels, creating some fiendishly nasty methods of destroying the pesky vermin!



KerSplat! There goes another rat into the Bart Simpson rat catching machine! This first room is easy. Pick up the blue block and place it in the hole just before Bart. The rats will climb up and get a serious hammering. Don't forget to look around the room for bonus points.

Looks like Krusty's found the fame and fortune he's been after for so long, thanks to Fox Williams. Lucky they're not cynical old clowns, eh?

Victorious! Another room completed and another time bonus! When a room has been completed, a silver lock will appear on the door.
If the lock is not there, then you've missed something inside such as extra points.

GRAB A KRUSTY KART!

Get over to Krusty Korner, answer the quessies and win some brilliant Karts!

You've read the interview, heard all the lowdown from the main men and read the review (if you were smart and got hold of last month's **SEGA FORCE**, that is). Now it's time to win yerself one of three mega *Krusty's Super Fun House* carts! All ya need to do is answer the three easy–peasy teasers below and send in your answers on the koupon to **KRUSTY KORNER, SEGA FORCE**, Europress Impact, Temeside, Ludlow, Shropshire SY8 1JW. Just to make things a touch more difficult, you might have to hunt through the interview to find the right answers to the questions. That way we'll find out who's been paying attention and who's gonna have to stay in and write out 1000 times:'I must pay more attention to SEGA FORCE!'. The first three correct entries pulled out of the lavvy'll get their hands on the gear. Oh yeah, don't forget to get yer answers in by 10 September or we'll send the rats round!

When you've done all that, turn to the Pittstop as fast as you can to take in the brilliant Krusty's level one walk–through! As well as some stonking maps, there's also a full guide to getting your way around the rooms and finishing off those pesky rats!

That's yer lot. Get scribbling now and see if you can strike it lucky for a mega Krusty's Kart!

KRUSTY KOUPON

1. How many levels are there to Krusty's Super Fun House?
a) 3..............................☐
b) 6..............................☐
c) 5..............................☐

2. Which machine does Scott reckon to be the better machine?
a) The MD....................☐
b) The SNES (ugh!)........☐
c) The GX4000 (arf!)......☐

3. Who created The Simpsons characters?
a) Mac Groaning...........☐
b) Mick Grooming..........☐
c) Matt Groening...........☐

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It doesn't take much to turn the BLACK MARSHAL into a Dark Knight — he's already got the cape, utility belt and rocket-powered car. Not too sure about the tights, though...

BATM[A]
REVENGE OF TH[E]

Advance Play!

MEGA DRIVE md



He's hot. He's hard. He's here. He's BATMAN! But not the one you think. *Batman Returns* has rekindled the Batmania that was rife when the first Dark Knight movie was released, two years ago. Many games based on the sequel are heading our way, all are some way off.

But we don't have to wait to explore the strange and underside of Gotham City, not when there's Sunsoft's *Batman: Revenge Of The Joker*. It may be the grey and blue guy we expect from the comics but he's still damn tough.

Besides kicking and punching, Batman has an array of weapons to use — and plenty painful stuff, too: Batarangs, plain and flaming varieties. Energy pellets that rack and whack. A 'surround mode' Killer Drone that encircles him for shield-like safety.

And most powerful of all, the energy beam. This little beauty comes in varying wattage. Holding down the fire button to activate it, a glow appears on Batman's hand gauntlet, increasing in intensity until released. The longer the button's held, the greater the effect.

Kick in the box!

Now we're not giving too much away by saying The Joker MUST BE CAUGHT! And he's not hanging around all on his lonesome waiting for Batman — he's got plenty of friends and locations ready to receive his favourite 'guest'.

Gotham City consists of five levels, each sub-divided into five stages. Batman descends in a neat burst of 16-bit graphics, his cape fluttering in the breeze. Once grounded, he can leap and jump — if his cape were red, maybe he could fly as well (blatant plug for Sunsoft's *Superman* — Advance Play soon).

Besides moving left, right and up against parallax scrolling backgrounds, Batman can turn his back on the viewer to interact or attack enemies and objects in the background. Sometimes there's scrolling in *front* of the foreground, too.

Batman can find various kinds of pick-ups, some punched/kicked out of boxes, to confer extra weapons (as noted above), repair damaged health — even increase the intensity of the weapon already at hand.

Occasionally a pick-up flashes between different kinds. It requires patience and timing to know just when to grab it, but waiting around's definitely bad for your health!

The body electric

Stages take Batman in various directions. In the first, he goes from left to right, then straight up the WatchTower (isn't that what the Salvation Army sing?! —Prod Ed). Here he must jump up, on and over obstacles and get from one floor to the next.

Foes await, some waving guns, others with throwing knives. But a quick Batarang to the head takes them out, fast, often leaving a power-up in their wake.

Once Batman reaches the top of the tower, giant gargoyles wait in stony silence. But they do have a sense of humour, since trying to get past them results in waves of electricity coursing through Batman's body! Too much of this and his life's gone.

On stage two, Batman must cross an elevated platform. Hindering the way are gaping holes to jump, pug-uglies with violence on their minds and fireballs dropped from The Joker's dirigible overhead.

Eventually Batman takes on one of The Joker's hitmen. No running away, now — it's a single screen affair. Not only does this guy have a big gun and like to use it, the dirigible's helping out.

Meteors and chainsaws!

Level 2-1's set in an industrial warehouse. Cases containing power-ups are a blessing, The Joker's men aren't! If Batman makes it past them, it gets really interesting...

Because he'll be shooting down a sewer at breakneck speed, using his Bat-jetpack! Fire fast





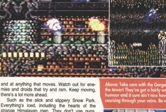
How's your balance? You've gotta be pretty agile to stay on those telegraph wires. To make matters worse, those dirty bleeders won't leave you alone either! Work your way right and keep dealing out the destruction as you go.



Attack from the slies! watch out for flak from the flying airship as you make your way across the Gotham City rooftops!







Above: Take care with the Gargoyles at the top of the tower! They've got a fairly warped sense of humour and it sure ain't nice having 24,000 Volts coursing through your veins. Be warned!



Complete the stages and you come against a one-on-one situation. Use all your powers to defeat The Joker's hitmen one by one!



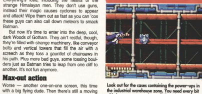
and at anything that moves. Watch out for enemies and droids that try and ram. Keep moving, there's a lot more ahead.

Such as the slick and slippery Snow Park. Everything's iced, including the hearts of the strange Himalayan men. They don't use guns, instead their magic causes cyclones to appear and attack! Wipe them out as fast as you can 'cos these guys can also call down meteors to smack Batman.

But now it's time to enter into the deep, cool, dark Woods of Gotham. They ain't restful, though, they're filled with strange machinery, like conveyor belts and vertical towers that fill the air with a screech as they toss a gauntlet of chainsaws in his path. Plus more bad guys, some tossing boulders just as Batman tries to leap from one cliff to another. It's not fun anymore.

Max-out action

Worse — another one-on-one screen, this time with a big flying dude. Then there's still a moving train and The Joker's lair to conquer before the green-topped madman himself.



Look out for the cases containing the power-ups in the industrial warehouse zone. You need every bit of help you can get to beat off The Joker's henchmen and get down into the stinking sewers!



The Gargoyles are done for but, look out! The Joker's airship's on its way! Keep moving to the right and dodge the fireballs as they drop down from above! You've gotta be quick here!

Batman's graphics are powerful. The Dark Knight's well rendered; set pieces of animation make him well worth watching. His opponents are large as well and backgrounds nicely shaded and textured. There's good use of colour, where *Revenge Of The Joker* could easily have been too garish, too 'cartoonish'.

Background music is all original but not very inspiring. The sounds of exploding villains and rebounding Batarangs abound and unique locations have their own sounds, the best when Batman squares off against a tough foe.

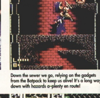
The best thing about *Batman: Revenge Of The Joker* is the action doesn't slow down — the 16-bit CPU's driven to the max. There's no break in the action, even though there's plenty of stuff happening besides all that scrolling stuff in the back- and foreground.

Once more Batman proves himself a force to be reckoned with. Many will love joining him in his second video game foray against The Joker, then it'll be time for Catwoman and The Penguin...

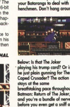
MARSHAL



Watch out! The yeti's are about! Make good use of your Batarangs to deal with the Himalayan henchmen. Don't hang around – it's cold!



Down the sewer we go, relying on the gadgets from the Batpack to keep us alive! It's a long way down with hazards a-plenty en route!



Below: Is that The Joker playing his trump card? Or is he just plain gunning for The Caped Crusader? The action stays at the same breathtaking pace throughout Batman: Return of The Joker, and you're a bundle of nerves before you even get a sniff of the final showdown with the Bad Man himself!





More trouble in the warehouse zone! Use your superhuman powers to do away with the cronies, but remember your special weapons if that fails!





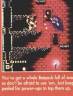
Below: Mind those mines! Attacks can come at any time and from any angle – that's one of the joys of this game! It's hard, fast and you're gonna have your hands full for a fair old time. Go get 'em!



That's it, Batty. Get those Batarangs flaming across the Iceland for some real damage. Take cover when you see the Icemen brewing up a storm!







You've got a whole Batpack full of wacky weapons, so don't be afraid to use 'em. Just keep your eyes peeled for power-ups to top them up.

It ain't James Pond 3 and it ain't EA Hockey II! CHRIS KNIGHT twists a flipper and takes a look at the latest trio from Electronic Arts.





Reach the finishing line first in the 100 Metres and you get to play penguin! Juggle the cute, fluffy things by controlling the flippers and see how many bonus points you can build up, before you get back to the main event!

Feature!

There's been a fair amount of confusion over the next James Pond outing and 'other' mags have already jumped the gun to proudly proclaim it *James Pond 3*.

We got the lowdown straight from the horse's mouth when EA's Simon Jeffery paid a visit to SF Towers with his bag of tricks...

THE AQUATIC GAMES

This is one game I've been dying to get me mitts on for a fair old while. When Mr Jeffery reached into the pits of his briefcase, my MD was nigh-on drooling with excitement!

Half an hour and two blistered and bleeding fingers later, I can tell you it was worth the wait! Here's the lowdown:

The Offishal Aquatic Games, starring James Pond and the Aquabats (what a mouthful!) is *not* the long-awaited *James Pond 3*, despite what you might've read somewhere else! That's the 'offishal' line. Let's face it, poor old James's got to get a bit of practice in before he can take off on another epic adventure and that's where 'James Pond 2.5' comes in!

Set in Atlantis, *The Offishal Aquatic Games* sees the fishy favourite in training for *Splash Gordon* (which *is James Pond 3*, so don't let anyone tell ya different!). With ten gruelling events to take part in, this ain't no picnic!

Shellfish git!

Get kitted out and hit the stadium for the first event — the 100 metres. In one-player mode, out-dash the frog to the finish line by hitting [A] and [B] as fast as you can. Even in this early version, there are plenty of hazards to overcome, like not sinking into the lake!

This is it! The Aquatic Games are about to commence! Get on the starting line and see if you can't whup that froggie into second place in the fast-paced 100 Metres dash! Make it snappy or meet a watery end!

Win and there's a special bonus round where you control a giant penguin and juggle loadsa cute, fluffy things in the air (who thinks up these plots?!)

That's round two. Round three's even worse!

Jump on the sides of shellfish, flip 'em, catch 'em in your hat then toss 'em up to burst the balloons for top scores. Phew! This one's tough, believe me, 'coz you've gotta avoid the electric shellfish as well!

Here's what it's all about! Ain't it gorgeous? Win the overall event and this beauty's yours!



Get through that one and the next event's the Bouncy Castle. Great fun, this! Leap between the two giant sponges and perform various stunts to earn bonus points. Bounce high enough and you warp through the chimney to the next level.

Don't fall off the sponges — it hurts! Simon smugly told me this after I'd just performed a blinding triple somersault and landed clean on me mush!

Jumped-up squirt!

All the events in this madcap outing are brilliantly laid out. The graphics are smart and the scrolling's a dream.

But if you thought the first five events were bad enough, try the next batch! Hop, skip and jump sees you leaping the skipping rope and trying for a world record. Leapfrog's self-explanatory — damned weird though!

How about the hurdles? Well, if you fancy jumping over electrified Congas, there are loadsa 'laughs' to be had on the eel-leaping course! Yowch!

Get out yer single-wheeler in the unicycle race before nipping off to the promenade to feed the fish and prevent them getting caught by greedy fishermen.

If you've still got any breath left, hop down to the seal arena and try a spot of ball catching! Keep the balls from landing on the seals' heads or they wake up and scoot off the screen. Once they're gone, it's Game Over! This one speeds up so



THE OFFIS

quickly you'll be sweating cobs by the time you finish!

Aquatic Games looks superb so far. There's a practice mode as well as the excellent two-player option to keep you busy and even though the action's aimed at the kiddie market, it's sure to appeal to all Pond freaks.

Looks like a real winner; Mr Jeffery was rightly proud of it. Watch out for the full review in SEGA FORCE soon!



Get a load of this table pinball fans! This is real heavy duty stuff. Most of the action takes place in the middle table but if you want to get on, make your way to the top and get warping!

TWISTED FLIPPER

Whaddya know?! We rave about Domark's *Dragon's Fury* being so different and what happens? *Twisted Flipper* appears out of the bottomless bag!

To be fair to EA, *Twisted Flipper*'s been in development for a fair while and though comparisons are bound to be made, what can ya do? Pinball's pinball, as they say (or do they?).

According to Simon, EA wanted to see the calibre of the opposition before hitting the market, so how do they compare?

Like *Dragon's Fury*, *Twisted Flipper* features a three–level table with flippers in each section, but here the resemblance to that 'other' game ends!

Instead of Gothic-style backdrops, *TF*'s set against modern, metallic graphics with a thumping heavy metal soundtrack and atmosphere. Starting with four balls, the aim's to become the ultimate pinball wizard (of course!). Bonuses are earned by varying the speed of the ball launch (oo-er!) then it's down to flipper work to keep the ball in play.

Wurlitzer one for the money!

Special bonus rooms and secret warps are accessed by hitting objects in the right sequence. Destroy them, work your way to the top level, open that gate and warp to the next table! I only saw the first table on Simon's preview cart but he assured me the rest're just as impressive.

To tie in with the heavy metal theme, there are loads of extras to battle for. Hit the jukebox in the right place and you change the music soundtrack, while the CD player pops up to offer loadsa points!

Without seeing the finished product, it's hard to say which of the two pinball offerings is tops, but *Dragon's Fury*'s gonna take some beating.

One good thing is *Twisted Flipper*'s no clone. Sure, the basic table layout's the same, but the atmosphere and gameplay are totally different. What does that mean? It means you've got a choice. *Twisted Flipper* plays pretty well, so far. Some tweaks are being made to make gameplay a little smoother, so keep a lookout for the full review soon then make yer choice.

What would I do? Well, I just love the way pinball's been converted onto the MD so far, so I'm getting 'em both! Can't say fairer than that!



Hang on to yer hats and get set for some outrageously good heavy metal stuff as Twisted Flipper hits the Mega Drive. If you think your ears and flipper fingers can take it, play on!





Mammoth bonus points can be had by knocking down the 'Rock' and 'Roll' pins. Get the jukebox to appear and you might even be able to change the soundtrack!



Knock the stuffing out of those heads and whatever else comes cruisin' for a bruisin'! Once they're gone, you can head up in the world and get warping!



SHAL LINE

NHLPA HOCKEY '93

There's a brand-spanking new hockey outing from EA — and it's not called *EA Hockey II*?! I was sure I was being conned when Simon brought this one out, but one look at the title screen convinced me there's another Electronic Art's hockey sim on the go!

That's right, this isn't a sequel, more an extension of the original with a whole load of extra features. Anyone who's tried *EA Hockey* knows the quality of the gameplay, and if you haven't, be sure that this is NHL action at its level best.

Including all the greats, Gretzky, Lemieux, Robitaille (you name 'em, they're there!), *NHLPA* features over 500 players, the Top 50 each with their own speciality moves. Take part in a head-to-head against the computer or a friend, or simply launch yourself into a full playing season.

Just a brief look at *NHLPA* shows you it's more aggressive than the original. Knock players off the ice and you even get a nice drop of blood to stain the arena. Lovely!

The goalies have been redesigned to come out and dive for the pucks and you can even hook players' legs out from under them!

Result?It's a tie!

So much for the gore. On the stats front, *NHLPA* boasts complete team rosters and individual playing stats. The organ music's been beefed up, the crowd's louder and catch the ice sweeper which clears away the carnage between matches!

The graphics look every bit as good as *EA Hockey*, and with battery back-up and team edit facilities, this one's gotta be seen to be believed!

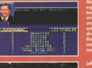
This one isn't *EA Hockey II* and Mr Jeffery was being cagey! So what are the chances of *EA Hockey II* seeing the light of day? We're pretty optimistic here at SF Towers. Remember where you heard it first and read future issues for the latest news — it's gonna be just as big as *NHLPA*!

After working my way up to a frenzy with this little lot, it was almost too much to see Simon reaching back into his bag again! With over ten EA releases before Christmas, my mind was reeling! What was it going to be?! The suspense was killing me!

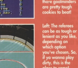
In an instant, Mr Jeffery whipped out his old school tie and everything became frighteningly clear! Good God! I went to school with this man back in the formative years of the universe!

I'll leave you with a small puzzle to ponder on: Is the world really that small or is the bus depot at Bridlington simply getting larger? I wonder...





Above: You can expect some pretty tough goalmouth scrambles this time around. With the extra abilities to dive and hook, there goalminders are pretty tough cookies to beat!

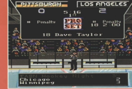


Left: The referees can be as tough or lenient as you like, depending on which option you've chosen. So, if ya wanna play dirty, this is the place to come!



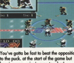


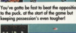
Below: Find out how the opposition's doing in the rest of the league as the results flash across the screen. You've gotta keep winning, but if the others're doing badly, you're ok!





Pick the right players and make the most of their speciality moves–it could make all the difference between winning the League and winding up with the also-rans!

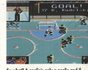


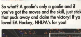


You've gotta be fast to beat the opposition to the puck. at the start of the game but keeping possession's even tougher!

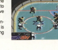


Get within the final quarter and there's always a chance of a shot. Remember though, these goalies've been beefed-up!





So what? A goalie's only a goalie and if you've got the moves and the skill, just stick that puck away and claim the victory! If ya loved EA Hockey, NHLPA's for you!



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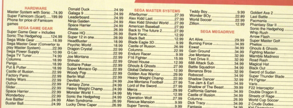


GRAB THIS HI-FI!

244493



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Cart Charts

How's yer fave new game faring? Catch the Cart Charts and get the lowdown!

MEGA DRIVE





Get set for Barcelona as Olympic Gold makes a charge for the hallowed MD top spot!

1	→	DESERT STRIKE
2	▲	OLYMPIC GOLD
3	▼	KID CHAMELEON
4	▲	ROAD RASH
5	▼	STREETS OF RAGE
6	▲	TEST DRIVE II
7	▼	EA HOCKEY
8	NE	QUACKSHOT
9	NE	WORLD CUP ITALIA '90
10	▼	SUPER BASKETBALL

No change at number one again! *Desert Strike*'s proving real tough to shift, though the way *Olympic Gold*'s come charging in that could change by next month! Other new entries see *Quackshot* and the budget *World Cup Italia* blast racing back in (I still can't believe England did so badly in Sweden! —Ed).

MASTER SYSTEM



Champions Of Europe's made all the right moves to get to the top!

1	▲	CHAMPS OF EUROPE
2	→	ASTERIX
3	▲	OLYMPIC GOLD
4	▲	GHOST HOUSE
5	▲	SUPER KICK OFF
6	▼	SONIC THE HEDGEHOG
7	▼	TEDDY BOY
8	→	SUPER MONACO GP
9	NE	SECRET COMMAND
10	▼	MICKEY MOUSE

Oh oh! Sonic's come a cropper this month as *Champions Of Europe* holds good to its promise and scorches to pole position. Asterix is proving a pretty gritty character, too, having seen off the Sonic assault and still threatening at number two!

GAME GEAR

Super Kick Off's still there — can't we forget the European Championships now, please?

1	→	SUPER KICK OFF
2	NE	OLYMPIC GOLD
3	▼	SONIC THE HEDGEHOG
4	▼	MICKEY MOUSE
5	▼	DONALD DUCK
6	▼	SUPER MONACO GP
7	▼	SHINOBI
8	▼	LEADERBOARD
9	▼	G-LOC
10	NE	WONDERBOY

Better brush off yer boots, coz *Super Kick Off*'s proving to be another survivor. But what's this creeping in at the bottom? The new Wonderboy outing looks as if it may do well, if initial buying response is anything to go by. We'll have to watch that one closely!

YOUR TURN!

We've had a pretty smart response to the Game Freaks' Charts so far and we're looking for even more, so we can pull together your very own fave Top Ten. Simply fill in your best carts on a postcard or sealed-down envelope and send your list to **MY RED HOT TOP 10, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.** We'll collect 'em all and create the mega Game Freaks' chart!

GET YER HANDS ON A VIRGIN GAME VOUCHER!

When we put all of your red hot Top Tens together, we'll look through all the individual charts and the one that's closest to the final verdict'll win an awesome **Virgin Retail Game Voucher**. Valid at all Virgin **Games Centres** and **Megastores**, these vouchers can be used to buy the game of your choice, so get charting and see if ya can't win a cart!





Which one did you get? There're 24 totally, outrageously brilliant designs to choose from in our Simpsons badge range. Take a look through some of the selection scattered about this page! Did ya get your favourite? If not, you'd better hurry and see if your newsagent's still got any copies of SEGA FORCE left. Even if he hasn't, you can still have fun swapping them with your mates!



You've already seen the Mega Drive review, now catch up on the 8–bit version. From the look of these graphics, it's gonna be hard to split 'em apart, but one thing's for sure, you're gonna have a helluva lot of fun playing either version.
Now you've got the review and you should have your badge too, so what's next? Wait for the game to hit the shelves and try it out for yourselves as soon as you can!

Reviewed!

BART VS THE SPACE MUTANTS



Skateboards, Bermuda shorts, X-ray specs and a chirpy little voice. All things MAT YEO has in common with a certain yellow troublemaker.

Things are looking bad for Springfield. Space Mutants have arrived and are building a weapon to destroy the Earth. Worst of all, the only person who can stop these fearsome alien invaders is... Bartholomew J Simpson (that's Bart, to you and me).

The action takes place over five treacherous levels. You have to guide Bart past various hazards and complete tasks within a certain time. Level 1 sees our infamous hero on the Springfield streets. His job is to spray or cover up all the purple objects. Apparently, the aliens need purple objects for their world-conquering weapon. Weird!

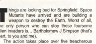
Dodge the Space Mutants and don't forget to make that cheeky call to Moe's Tavern!

Level 2 takes Bart to Springfield Mall where he has to collect hats by knocking them off people's heads. There are near-impossible jumps to perform and loads of Mutants in disguise.

The local fair is the third scene. Balloons have to be collected but watch out for the clowns! There are also fairground games to play for extra coins.

The Museum is on Level 4 and this is one tricky section to complete! Bart has to collect all the exit signs or shoot them with his dart gun.

The final level's set at the nuclear power plant. Find the radioactive rods and return them to the reactor. Keep an eye on the time, though, 'cos it disappears pretty fast!



This version of *Bart* finally proves the MS is more than just the MD's kid brother. It's a lot easier to play and doesn't require such accurate use of controls.

Visually the two are identical. The screens are decked out in a wash of sickly cartoon colours and Bart's instantly recognisable. The in-game tune and sound FX have been simplified for the MS but that doesn't let the game down.

This is a real sizzler of a game that'll make you have a cow, man!

MAT

Watch out! Here comes your first customer for a hat–job! Leap up, knock it off his block and pick it up. Bart's mother Marge is in trouble, so get moving!

You're on your own now! Get the hang of the alien movements then go for it! Don't forget that trashcan's purple. You're gonna have to go get your spraycan and then come back for that one. If you can't spray everything on each level, not to worry coz you can still move on!



- **PRODUCER:** FLYING EDGE
- **GG:** SEPT ● **MD:** SEPT
- **MEMORY:** 256K
- **PLAYERS:** 1 ● **PRICE:** £32.99

Grab yer balloon and make your way into Krustyland for Level 3. There're plenty of sideshow sub-games to keep you busy!

Hats off to our Bart! Get down to the Superstore and knock the titfer off everyone you meet to get points on Level 2!

Take a good look at all the sideshows in the Krustyland Amusement Park. Most of them are not what they seem!

Watch your step in the hazardous Springfield Nuclear Power Plant! Keep spraying and collect the radioactive power rods to get on!

Bart in a museum? It's no joke as Homer helps out to find the hidey–holes of those mutoid alien scumbags! Keep spraying!

Pick up the extra life at the top of the screen, then hang around outside the cinema for an early taste of the action!

There are some cracking MS releases around at the moment — *Bart Vs The Space Mutants* is one of 'em. Compared to the Mega Drive game, the Master System romp's instantly more playable. Certain areas, the Mall and Museum, for example, are easier to get through but more fun to play. The graphics rate as some of the best I've seen. Someone's really gone to town with a paintbrush — there's loadsa colour and some smashing backdrops. *Bart*'s a challenging game, and when you finally complete it, you'll want to play again. And again and again...

ADE 91%

SF Rating

76% PRESENTATION
● Great opening sequence, no continues for a tough, enjoyable challenge

88% VISUALS
● Cartoon-style graphics and some great static pics

89% SONICS
● Hummable tune, good in-game FX and some sampled speech

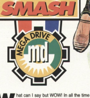
92% PLAYABILITY
● Controls are easy to pick up; Bart handles well

90% LASTABILITY
● Five challenging levels of Simpsons fun that take practice to complete

92% FORCE
● A blaster of a game and a great MS conversion!

Watch out! Here comes the SEGA FORCE pinball wizard! ADRIAN PITT's flippin' crazy!

Reviewed!



Every now and again, you get one of those games through the door that just doesn't inspire at first glance. I've played a fair few pinball simulations on a fair few computer formats and never been moved to a broad grin or a loud yahoo! But there's always a first time and after just a couple of plays of *Dragon's Fury*, I was hooked. Graphically brilliant, there are some superb spot FX and the three–level playing zone provides excellent variety, as well as loadsa frustration trying to get your ball back to the top! There are plenty of hidden bonus rooms and zillions of points to chase here. If you like your action hard and fast, I can't recommend this one enough. Go try it!

CHRIS 91%

What can I say but WOW! In all the time I've been with SEGA FORCE, I've *never* played a game as much as *Dragon's Fury*. It's absolutely amazing!

I see tons of games every month, many unoriginal and uninspiring. When *Dragon's Fury* stormed into the office, I automatically sat up and took note — and took over the Mega Drive, for several days!

DF's a mixture of fast, frantic pinball action and blood, guts and gore! This ain't no ordinary table, folks, it looks like the inside of some weird and wonderful Gothic castle.

The 'pinball machine' is split into three areas, with a pair of flippers for each section. Three steel balls are at your mercy. These, believe it or not, are your weapons…

Play each ball in turn and thrash the pants off one of the meanest contraptions in the known universe! The playing area's crawling with evil beasties, mutants and deadly minions. Use the ball to splatter 'em and watch the creatures clinging to the side of the machine contemplate your every move.

Pin 'em down!

The graphics are out of this world! Attention to detail's simply amazing.

Visuals really come to the fore, however, when you find a bonus round. When a big bad guy or part of the game area's highlighted by an arrow, one of these special stages is accessible. They're breathtaking — not to mention a barnstorming challenge!

These single-screen games (there are six in all) add mega points to your score if completed. Hit dragons, skeletons, fire demons, bats and the like. Bonus stage six is the most awesome by far — *and* the hardest!

There were times I found myself asking, 'What the hell d'ya do here?' Several plays later things became clear. A bit of logic's needed somewhere along the line. Complete tasks in a particular order, with a certain number of hits, and big bonuses await. Sound suits the game perfectly. The title music's really sinister, loadsa Gothic tones and eerie backing tracks. In-game tunes come thick 'n' fast and each bonus stage has its own soundtrack.

One of the best MD games I've played for a long while

Sound FX aren't namby-pamby either! There's a great roar of laughter when you lose a ball and some amazing thwack and smash noises when the bad guys frazzle. There's more to *Dragon's Fury* than meets the eye — no two games are the same. Sometimes the bonus stages shift about and the monsters differ. Perhaps a block in the playing area that *seemed* dull and lifeless may access a teleport, warp, secret level or a cache of bonus points. There's always something new to discover.

Dragon's Fury makes *such* a refreshing change. It's easy to get bogged down with arcade adventures, shoot-'em-ups, beat-'em-ups etc etc. This is that little bit different. Some games last for ages, others are over in minutes. Skill (and a little bit of luck) is needed for prolonged baddy-bashing.

A few well chosen expletives popped out of my mouth every time a ball fell to its doom. There's a way of getting round losing your trusty weapon but I ain't gonna tell ya! (Keep your eyes peeled for the answer in a future PITTSTOP!)

The password system's a welcome inclusion. You can return to the same point in the game time after time, with all your balls intact (oo-er!).

Flippin' marvellous!

Tengen have really brought pinball to life. Immediately playable and so flippin' addictive you'll be hooked in seconds! What more can I say?

This is one of the best MD games I've played for a long while. Graphics, sonics and scrolling are all top-notch. The difficulty level's just right and there are plenty of options to keep you in check. Try playing with the ball at high speed! It's a nightmare!

No more tripping off to Blackpool to play pinball in some crumby arcade. Whip out your MD, load up *Dragon's Fury*, dim the lights, grab yourself plenty of nosh — oh, and a couple of matchsticks to prop open ya eyelids! Believe me, you'll be playing this for ages…

ADE

DRAGON


SEGA FORCE
2
We're up 2 it!
SCORE 0
TIME 0:46
RINGS 6

The Pittstop



He's mean! He's bad! He's the tip-touting lad! He's cool! He's shrewd! He's the map-making dude! ADRIAN PITT yet again creeps into crevices never before explored to bring you some of the best hints and tips from game-freak alley. Feast ya eyes on his bits and bobs and you'll never be the same again! And that's a promise...





TOM & JERRY LEVELS 1 AND 2 MAPPED!
Go grab that pesky rodent!

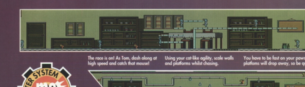
THROUGH THE KEYHOLE!
The full works on Krusty's Level 1.



ASTERIX LEVEL 3 EXPOSED!
The epic saga continues!



THE PITTSTOP WORKSHOP

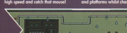


The race is on! As Tom, dash along at high speed and catch that mouse!

Using your cat-like agility, scale walls and platforms whilst chasing.

You have to be fast on your paws. The platforms will drop away, so be quick.





What a drip! The burst water pipe above will sap your strength.

Don't stand still too long! Jerry is just ahead. Keep moving and dodging.

Made it! Clamber up onto the top platform and scamper after your lunch.



LEVEL 2: The garden might look harmless but it's not!

The first obstacle is these platforms. Climb up to the top.

Race along the top as the platforms fall away. Make sure you don't fall down.

He's behind you! That daft moggy takes his time and misses out on a tasty snack!



TOM AND JERRY

■ **WORLD GRAND PRIX (MS)**
Try not to turn in first gear. If you do, you always slow down.
Stuart Peacock

■ **WORLD SOCCER (MS)**
Pass the ball three or four times from kick-off. Make a run and you only need to beat the goalie.
Stuart Peacock, Folkestone

BATMAN

THWACK! POW! SMACK! Help with the end-of-level bad guys, courtesy of an anonymous deadhead, deep in the heart of Gotham City!

Gotham City Street

Boxer: Somersault right over him and quickly punch him from behind. Then somersault back over him and punch. Repeat this and eventually he drops down dead in front of ya.

Axis Chemical Factory

Jack Napier: Jump over to the bottom right of the screen and kill the man with the bazooka before you do anything else. Now jump up and fire off a single shot. Get it right and he should fall into the acid.

Flugelheim Museum

Man with sword: It's a good idea to shoot him as many times as possible first. When you run out of ammo, get very close to him and jump when he swings his sword. When you land, punch him quickly and jump out of the way. Repeat until he dies.

Lawrence: Go to the right and bend down until he throws the stereo over you. When he tries to jump on you, move to the left. When he gets up, punch him. When you reach the left of the screen, walk under him. When he jumps to go to the right. Jump over him when he runs then start again.

Gotham City Street

Tank: Stay at the bottom of the screen and shoot him with your cannons.

Man with two swords: Let him jump over you. When he lands, punch him. He should jump back over you. When he runs at you, jump over him and go to the other side of the screen. He now jumps over you. Now hit him and keep repeating until he's done for. Now move on to the skies.

The sky over Gotham City

Helicopter: Go up and down the screen. Keep shooting at it but make sure you avoid the rockets!

Gotham Cathedral

The Joker: Here's the final confrontation and it's not so hard when you know the right moves. Somersault over him and take a swipe at him from behind. Just keep this up and sure enough, the joke's on The Joker! Once he's dead, he falls off the cathedral and it's all over!

Ouch! This one's hot! Destroy the demons over the holes. Light 'em up, then the door has to be opened. This is tricky!

Destroy all the globes and then smash the wizard's face in! He has to be hit around five times. If the ball gets stuck at the top, all the globes get mashed!

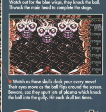
This one's changed from the original, these used to be coffins. Hit the urns and they crack. Bats fly here, there and bloomin' everywhere and generally get in the way. Each urn has to be hit about five times before you score a perfect bonus. Fairly easy this one- kick those batty bleeders...

These five dragons are mean beggars. The idea's to hit each in turn and make 'em explode. If the ball gets to the top, you may wipe 'em out completely!

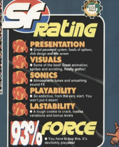
- PRODUCER: TENGEN/DOMARK
- GG: N/A ● MS: N/A
- MEMORY: 512K
- PLAYERS: 1-2 ● PRICE: £39.99



Has some of the most impressive graphics this one. Hit the monster's head about a dozen times. Watch out for the blue wisps, they knock the ball. Thwack the main head to complete the stage.



Watch as those skulls clock your every move! Their eyes move as the ball flips around the screen. Beware, caz they spurt jets of plasma which knock the ball into the gully. Hit each skull ten times.



'S FURY

Flame-grilled whoppers! The kitchen is a deadly place. Mind the grills!

The elusive rodent is beneath Tom but not for long. Speed up or lose out.

The furballed feline pounces...and misses. Catch up and jump the fruit.

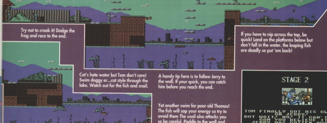
Is there anything that mouse can't do? Tom has to take the long route.

A flying leap and...he misses! Pick yourself up and sprint off again.

The lights are on but no ones home! Tom stares on in disbelief at Jerry.

The door opens and Tom has to drop down. Watch out for the mine below.

What a load of old crocks! Avoid the falling plates and you've done it!



Try not to croak it! Dodge the frog and race to the end.

If you have to nip across the top, be quick! Land on the platforms below but don't fall in the water. the leaping fish are deadly so put 'em back!

Cat's hate water but Tom don't care! Swim doggy er...cat style through the lake. Watch out for the fish and snail.

A handy tip here is to follow Jerry to the wall. If your quick, you can catch him before you reach the end.

Yet another swim for poor old Thomas! The fish will sap your energy so try to avoid them The snail also attacks you so be careful. Paddle to the wall and nab Jerry! He's had it!



STREETS OF RAGE

Michael Mills from Mid Glamorgan **is mean and bad, to say the least. He knows how to deal with the bad lads in this ace beat-'em-up.**

The Boomerang Men: These blokes can only withstand around five attacks. Knee 'em in the face until they drop dead!

Razor Gloves: These dudes are fast and furious. Never use flying kicks on them — they're so fast they'll kick you first. Only suplex and punch them when you call the squad cars.

The Barbarians: These men throw punches faster than you can say 'SEGA FORCE'! Before they attack, call in the squad cars as they lower the barbarians' energy. Press [B] and [C] at the same time.

Fire Breathers: These are mean, fat and ugly. Don't try to throw them as they fall back on top of you. Use flying kicks when they're close. If in trouble, call the squad car.

Blaze Sisters: These are the hardest to destroy. Use back-attacks and flying kicks. Once their energy lowers, call in the cars!

Mr Big: Just dodge the bullets from his Uzi and back-attack him. Fly-kick as much as possible and save the world!

If you lose all your lives, press Left, Left, [B], [B], [B], [C], [C], [C]. Press Start. When the Game Over sign appears, you should have loads of continues.

ASSAULT CITY

Press the middle of the direction pad and buttons [1] and [2] simultaneously. When the screen with 'PRESS START BUTTON' appears, take your fingers off [1] and [2], but keep hold of the middle of the pad. On the next screen, press [1] and [2] again! This screen asks 'ARE YOU READY?'. When the shooting practice screen pops up, keep your finger on the fire button. If it fires continuously, you're invincible! Takes a bit of practice this one, but thanks to **L & L Finch** from **Bamber Bridge** in **Preston**.

BULLS VS LAKERS

Lee Roberts's a sporting nutcase. Here are his codes, all played with Chicago Bulls.

ZXZBBBBL (Quarter Finals) Hawks
ZXXBBBBQ (Semi Finals) Pistons
ZX0GBBBK (Final) Blazers

ZXVBBCBV (Bulls 1 over Pacers)
ZXVBBBVN (Bulls 2 over Pacers)
ZXVBBCVV (Bulls 3 over Pacers)

SEE QUARTER FINALS:
ZXZBBGBS (Bulls 1 over Hawks)
ZXZBBDBF (Bulls 2 over Hawks)
ZXZBBJBG (Bulls 3 over Hawks)

SEE SEMI FINALS:
ZXXBBVBR (Bulls 1 over Pistons)
ZXXBBLBS (Bulls 2 over Pistons)
ZXXGPBBB (Bulls 3 Pistons 1)

SEE FINAL:
ZX0BDBBH (Bulls 1 over Blazers)
ZX0GCBBD (Bulls 2 over Blazers)
ZX0GFBBB (Bulls 3 over Blazers)
ZXWGBBBC (Bulls 4 over Blazers)

■ **BASKETBALL KNIGHTMARE (MS)**
Pass the ball as quickly as you can to confuse your opponents, then quickly make a break. If you're good at shooting you should win the game.
Stuart Peacock, Folkestone

■ **REGGIE JACKSON'S BASEBALL (MS)**
Do full-pelt pitches with spin to your right.
Stuart Peacock, Folkestone

■ **SUPER TENNIS (MS)**
As soon as you've served, run up to the net and smash the ball for a point.
Stuart Peacock, Folkestone

■ **RESCUE MISSION (MS)**
If you shoot the track, the people on or near it die.
Stuart Peacock, Folkestone

WONDERBOY III: DRAGON'S TRAP

In Issue 5, Carl Lucas sent in tips for this little corker. He detailed ways of getting to Mummy Dragon. Thanks to another SEGA FORCE deadhead for his advice on where to find the other four dragons.

Zombie Dragon: Go left and jump on the spring. Go through the door that has a green keyhole. Go right and jump on the spring. Stay on the platform you're on. Stand, so you're directly underneath the door above, and press Up.

Captain Dragon: Go left. Jump on the spring and go through the door with a green keyhole. This time go left. Jump up the step. Stand in the middle and press Up.

Daimyo Dragon: Go left but don't jump on the spring this time. Jump over the spring and go through the door. Go left and press Up.

Vampire Dragon: Go left and jump on the spring. Go through the door with the green keyhole. Go right and jump on the spring. Go left and jump on the spring. Go through the door. Jump on the platform. Stand directly under the arrow pointing right and press Up.

The lion's the best. Use him to fight all dragons.

SPLATTERHO

This player's guide for the USA cart comes from Thomas Giles of Chichester. He also sent in passwords too and he alone wins a SEGA FORCE T-SHIRT! Well done, Thomas.

Darren Lowe from Warwick doesn't win a voucher, but he supplied the same passwords and also deciphered the patterns. You should notice a hidden pattern if you read down each password when entered. Clever, eh?

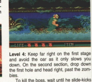
Level 1: Punch and kick the zombies and pick up the pipe on this short and easy level. To kill the boss, use basic kicks and punches.

Level 2: Stay in the centre of the elevator and punch the screaming creatures. On the next part of the level, get the bone and use jumping attacks. If a screaming baddie doesn't jump, he punches once in range, so use squat-kick or sliding-kick. Sliding-kick causes two units of damage.

To kill the boss, stay in the centre and punch the three skulls. Jump over the slime and jump-kick him in the eyes. Repeat.

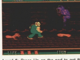
Level 3: Jump over the pools. Jump-kick the small creatures and punch Mimis into the water pools.

To kill the boss, stand near the first stream of blood on the left-hand side and punch the shears when they fly at you. Quickly move right and punch the chainsaw then the shears. Pick up the shears and throw them. You can now pick up the chainsaw after one hit. Keep far left or right and you won't be hit by hanging babies — so get sawing!



Level 4: Keep far right on the first stage and avoid the oar as it only slows you down. On the second section, drop down the first hole and head right, past the zombies.

To kill the boss, wait until he slide-kicks you, then jump over him, turning in mid-air to land a jump-kick on his head. After eight hits, he turns into a spider. Use squat and slide-kicks to kill him quickly.



Level 5: Press Up on the pad to get the shotgun on the first section. Use squat-kicks on the second section and jump over the blobs, pools, holes and slime on the third section.

To kill the boss, keep far left to avoid the slime and fire potions. Don't attack the boss. After a while you catch up with him and a simple punch should do the trick!

Level 6: Use punches and kicks on falling hands and move to the edge of the hole. Once the skulls appear, use continuous squat-kicks and nothing gets through! When the creature appears, punch his head once to kill him.

OUSE 2



Level 7: Stay centre and learn the skulls' patterns. Normally three fist-height skulls, two low, two alternating and a combination of high and low. After a few plays, you soon remember the pattern.

When the boss appears, use squat-kicks on wisps until only the top one remains. Punch twice then move between wisps on the floor to avoid lightning. Repeat on cloud stage. Keep far right and punch/jump-kick any close wisps.



Level 8: The squid fires spikes at you. To dodge medium and low spikes, just jump. Punch high spikes and pick them up. Time your jumps and throw so the spikes hit the bad guy when his eye's open. Eight hits kill him and you earn two extra lives.

When the final boss appears, move right and squat-kick three skulls before punching him once. Quickly move left and stay about 5–6 inches from the edge of the screen and squat-kick two heads before punching him. Repeat process once more and move far right or left.

Jump-kick the first skull. Squat-kick the others. When the main body moves towards you, rapidly punch him. He flashes and doesn't injure you. Aim at his base and punch even when he's far away. When he appears as a head, keep to the left or right of centre using punches/jump-kicks and he soon dies. Sit back and watch the house sink into the lagoon...

End-of-level passwords

Level 2: **EDK NAI ZOL LDL**
Level 3: **IDO GEM IAL LDL**
Level 4: **ADE XOE ZOL OME**
Level 5: **EFH VEI RAG ORD**
Level 6: **ADE NAI WRA LKA**
Level 7: **EFH XOE IAL LDL**
Level 8: **EDK VEI IAL LDL**

■ WANI WANI WORLD/CROC WORLD (MD)
For infinite lives, when the Sega logo appears, press Reset twice and four question marks appear instead of lives.
Jamie Halligen, Birkenhead

■ M1 ABRAHAMS BATTLE TANK (MD)
When the demo screen appears, press [B], [B], [C], [B], [C], [C], [C], [B], [C], [B], [B], [C] and then Start. You have unlimited ammo and are invincible. Beware, you can still run out of fuel!
Daiman Willden, Northants

■ CALIFORNIA GAMES (MS)
On the world record tiles, make one stop then wait and see what you get. Now stop the other, wait, then the other. If you pay attention, you should win easily.
Stuart Peacock, Folkestone

■ SCRAMBLE SPIRITS (MS)
On the aircraft carrier section, grab a friend and go on each side. Shoot continuously to get 100%.
Stuart Peacock, Folkestone

■ GOLDEN AXE (MS)
On Magic Select screen, press Left, Right, Down, Down and Reset to choose a level!
Umran Ali, Manchester

ALEX KIDD IN MIRACLE WORLD

There's seems to be a bit of confusion over the ways to beat Janken during the matches. Some codes that appear from time to time seem to be wrong, so says**Richard Skerrow** of **Doncaster**. He reckons he knows what's what.

The real codes are: 1. Stone, scissors; 2. Scissors, paper; 3. Stone, scissors; 4. Paper, paper; 5. Stone, stone; 6. Scissors, scissors.

To find the Merman in Cragg Lake, knock all the blocks off and he's hiding behind one of them. I'm lead to believe there *are* other codes. I dread to think how many...

ROBOCOD

Get the items that spell CHEAT. Now on a level with no more than two exits, press pause then [A] four times. When you unpause the game, you go straight to the exit.

A great cheat this one, thanks to **Paul Newman** of **Kent** who rang in.

CLUTCH HITTER

When pitching, use this method to get a strike every time: Choose a left-handed pitcher and position him on the opposite side to the batsman. Place the catcher halfway behind the batsman. Throw the ball and spin it towards the batsman. If you do this right, you get a strike. Thanks to **David Harvey** of **Watford, Herts**.

GHOSTBUSTERS

We've seen the films, bought the T-shirts — now play the game to its full extent! Thanks to Andrew Collins **of** Cheltenham.

Level 1: HOME SWEET HOME

Top Hat Spook: Shoot diagonally to hit the rabbit in the eyes. When the body splits, shoot the bottom half first.
Ball Spectre: Wait for it to shed its scales then blast the exposed body. When it spikes up, jump and run underneath. Watch out for his eyeballs!

Level 2: THE APARTMENT

Rocky Crystal Horror: Shoot it in the head and duck when it swings.
Girlie Ghoul: Avoid her blasts and when she produces two images of herself, shoot either one of them.
Frosty the Snow Spook: Continually blast it in the head, while avoiding the smaller ghosts and their carrots (!).

Level 3: WOODY HOUSE

Use the goggles to see the way. You need about four sets. Buy a shield and use it for the dragon.
Dragon: Shoot his head from a distance and watch out for the fireballs.
Faces: Shoot the ordinary face's mouth and the other in the eyes. Watch out for the bullets and the drips that can be jumped over.
Fire Freak: Again, shoot its head, but be careful when he curls up and fires six bullets.

Level 4: HIGH RISE

Winged Demon: As it opens, get right under its head and shoot upwards. When it dives, move quickly left or right.
Snake: Simply blast it while avoiding the pieces!
Mr Stay-Puft: Shoot his face (his nose wiggles). When his eyes go blue, get in the middle of them and let him have it! When his eyes go red, run like crazy!

Level 5: THE CASTLE

The Ghostbusters: Let them fire and as they run at you, jump over them then turn and shoot. The ghost turns red. Repeat.
The Witch: Shoot her head. Jump away as she goes for you. Avoid her scythe and spinning magic spells.
The Plant: Blast its head and avoid the laser.

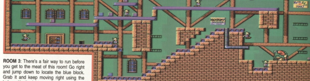
Final Level: THE DEEP HOLE

Here you face the Ball Ghost, the Snowman and the Plant.
Gozer: Duck her scythe while blasting her head. Shoot the skull. Fire diagonally right, while jumping. When she comes down, go under her onto the mound and fire left, while jumping. When she comes back, repeat the process.

Now sit back and watch the end-game sequence. Phew!

KRUSTY'S SUPER FUN HOUSE

ROOM 1: Collect the blue block and place it at the right-hand end of the trench next to Bart. When all the rats are dead, collect the block again and take it as far right as you can (ie, just right of Bart). Drop it, climb onto it and jump onto the platform to your right. Go right to collect some hard-earned goodies.

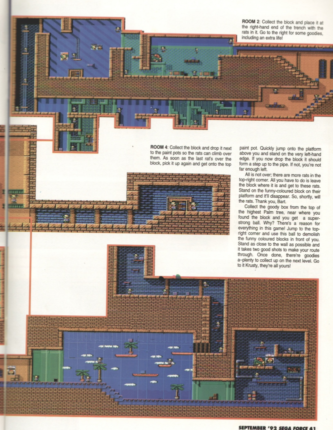


ROOM 3: There's a fair way to run before you get to the meat of this room! Go right and jump down to locate the blue block. Grab it and keep moving right using the ledges (that's right, you can't get through that narrow gap that the rats use!). Run to the trench just before Bart's mashing machine and drop the block in the right-hand corner to finish off those pesky rodents.

Once that's done, there're plenty of goodies to be picked up before you move on to the next room! Go right and jump up onto the ledge, then keep going left until you reach the end. Now you can decide which snake to bump off first, using your custard pies. It doesn't matter which route you take, just finish 'em off and grab your well-earned bonuses. Keep walking left and pick up the last box before jumping back down. Whaddya know? There's the door again and the route to the next room.

Like some of the other levels, make sure that Bart's splatted all of the rats before you leave, otherwise the door won't be sealed and you 're gonna have to do the whole thing over again! It won't cost you any points but it sure gets frustrating! If you're not sure, just make a quick dash over the route again and then get out!



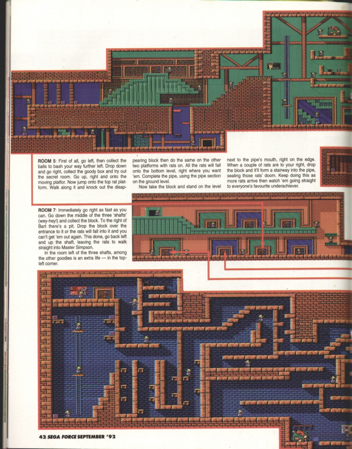


ROOM 2: Collect the block and place it at the right-hand end of the trench with the rats in it. Go to the right for some goodies, including an extra life!

ROOM 4: Collect the block and drop it next to the paint pots so the rats can climb over them. As soon as the last rat's over the block, pick it up again and get onto the top paint pot. Quickly jump onto the platform above you and stand on the very left-hand edge. If you now drop the block it should form a step up to the pipe. If not, you're not far enough left.

All is not over; there are more rats in the top-right corner. All you have to do is leave the block where it is and get to these rats. Stand on the funny-coloured block on their platform and it'll disappear. So, shortly, will the rats. Thank you, Bart.

Collect the goody box from the top of the highest Palm tree, near where you found the block and you get a super-strong ball. Why? There's a reason for everything in this game! Jump to the top-right corner and use this ball to demolish the funny coloured blocks in front of you. Stand as close to the wall as possible and it takes two good shots to make your route through. Once done, there're goodies a-plenty to collect up on the next level. Go to it Krusty, they're all yours!

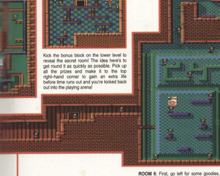


ROOM 5: First of all, go left, then collect the balls to bash your way further left. Drop down and go right, collect the goody box and try out the secret room. Go up, right and onto the moving platfor. Now jump onto the top rat platform. Walk along it and knock out the disappearing block then do the same on the other two platforms with rats on. All the rats will fall onto the bottom level, right where you want 'em. Complete the pipe, using the pipe section on the ground level.

Now take the block and stand on the level next to the pipe's mouth, right on the edge. When a couple of rats are to your right, drop the block and it'll form a stairway into the pipe, sealing those rats' doom. Keep doing this as more rats arrive then watch 'em going straight to everyone's favourite underachiever.

ROOM 7: Immediately go right as fast as you can. Go down the middle of the three 'shafts' (wey-hey!) and collect the block. To the right of Bart there's a pit. Drop the block over the entrance to it or the rats will fall into it and you can't get 'em out again. This done, go back left and up the shaft, leaving the rats to walk straight into Master Simpson.

In the room left of the three shafts, among the other goodies is an extra life — in the top-left corner.



Kick the bonus block on the lower level to reveal the secret room! The idea here's to get round it as quickly as possible. Pick up all the prizes and make it to the top right-hand corner to gain an extra life before time runs out and you're kicked back out into the playing arena!



ROOM 6: First, go left for some goodies, then right. Collect the block from the ground floor and get to the platform where the rats are. Drop the block on the *right*-hand corner of the platform (as in NOT LEFT!) so the rats can walk off and drop down to Bart. That's all you have to do on the rat-killing front this time. Hasta la vista, Ratty! Now move the block underneath the passage leading up from the platform, make sure you avoid the drips and make your way through to the bonus area. There's plenty of stuff to grab here, so take your time and try not to be hit by those nasty drips. They slow you down and cost you valuable life points as well, so be warned!

Again, if you finish off quickly, check that Bart's through with his rat-mashing before you leave!

ROOM 8: You've made it this far and you're probably expecting the last room on Level One to be a real killer! Well it ain't. It's actually the easiest one of all and should only take you a couple of minutes to complete.

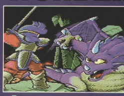
As soon as you materialise in the room, just work your way downwards, picking off the snakes with your custard pies as you go.

Once you reach the bottom level, go right to discover the bonus room and pick up your hard-earned stuff. Wait a minute, what's this? There's a blue block up there but no rats to destroy! What's the story?! Try getting out of this room without it and you soon find out what the block's there for!

Pick it up, place it on the floor below the second platform up and use it to make your way back to the door. Once you're there, you can give yourself a good, hard pat on the back, coz you've just finished the first enfuriating, frustrating level of Krusty's Super Fun House. Now go out and do some more!



WONDERBOY 5



I get loads and loads of queries every month about this cracking little game with RPG overtones. Cheryl Barnes of Hemel Hempstead **wins a MEGA SEGA FORCE T-SHIRT for her troubles. Thanks a bundle, Cheryl...**

Collect the Elixir and Fire Storm magic from the first tree. Buy leather boots for 30 gold from the second tree to speed up. On the second moving island (just before the bridge with the treasure chest) a high jump reveals hidden gold and an energy heart. Use the jellyfish as stepping stones. Jump up just before the jellyfish is due to appear. Land on it and bounce along the others as they pop up.



Alsedo Village

Book into the inn to Save your game. Visit the shops and houses. Sonia tells you to seek Eleanora. Just stand between the two statues and press Up.

Collect Priscilla who drops energy hearts now and again. Visit Sonia again. She informs you that the Ocarina is in the caves (this only appears if you visit Sonia).

Caves

The Ocarina can be found below the first door. Stand in front of the door on the panel with the notes. Call up Ocarina on the item list. Play code BABABCB.

Proceed to the second door. Play code ABCBCAB. Collect the heart from the chest. Proceed to the third door. Play code ACCABAB. Collect the two energy hearts from the vine before the door to the boss.

Myconid

Use Fire Storm magic straight away and spin your spear to defeat him. Collect another Fire Storm from the chest.

Go back to the inn. Return to Eleanora, then through the large tree on the left of the statues. Jump over the platform. A few jumps to the left reveals gold.

Dungeons

Down the ladder, across the first pit. Defeat the knight to release Princess Sheila Pupapril. Go to the top of the tower, then right. Speak to the princess. She tells you to go to Lilypad. Go back down the tower and out of the first door to Pupapril Village. Visit the shops and book into the inn.

Lilypad

Go down ladders then left to find the way to Lilypad. Keep going left. Jump over the vines until you reach the village. Visit the shops.

Travel left when you reach the child. Jump on vines and use Fire Storm magic. His captors run away! Return to the village and book into the inn. Speak to the dwarf for information and his brother accompanies you. He only throws down gold now and again, but *does* reveal secret rooms.



Monument

Enter the monument and go left. Jump on the plunger and defeat the bird to get a lamp. Go right, down the ladder, follow the tunnels to the plunger. Blocks change and give access to a secret room which contains a heart. Collect the Elixir from the chest.

Follow the tunnels to just below another secret room with the Hard Shield in a chest.When you reach the four wells, jump on the plungers in this order: 2, 3, 1, 4. Watch the torches. If they flare brightly, you got it right! Drop down into well four.

Gragg and Glagg

Stand on the centre ledge and jump over the boulders. Go inside Gragg's mouth until he breaks up. Repeat this process with Glagg.

Collect the trident and book. Go into the inn. Enter the tree trunk to get back to Pupapril. Go back to the islands you encountered at the beginning of the game. Use the trident to swim underwater and collect the Pygmy Armour from the chest under the bridge.

Under the Sea

Go down the dungeon well. Collect the Thunder Magic from the chest. Go above the water to the large islands.

Travel to the far left and collect the Pygmy Sword from the chest. Travel right to the hut, where you can exchange the Ocarina for info on where to find the amulet. Without this, you won't see Poseidon's Ship.

Poseidon's Ship

It's on the far right at the bottom of the sea. Travel up and left for an energy heart, up and right for gold. Put out all the fans.

Collect the heart, Elixir and Return magic from the chest. Poseidon gives you more info. You can now get to the other chest and collect the Oasis Boots. Use the Return magic to go back to the inn.

Desert

Make sure you're wearing the Oasis Boots, without them you soon die! Collect Quake magic from the first pit. Collect Shield magic from the second pit. Go underwater with the trident. Watch out for the spikes at the bottom. Collect the Sun Key.

Go to the pyramid, collect the Moon Key, Star Key and Elixir. The sphinx asks about five questions. They vary, ie: 'What key was needed to enter the pyramid?' (answer: Sun Key); 'How much is a Charm Stone?' (answer: 500,000 gold). If you get all five right the sphinx gives you Thunder magic. If you get four right, she still lets you pass.

There are now two new doors to the pyramid. Collect the Pygmy Shield from the right one. The left leads to the new world.

Right me hearties- stop right there! That's it for this month for Wonderboy. If you're sitting on the edge of your seat, check out next ish for the rest...

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LEVEL 2-2: This section is a bit tricky. The screen is constantly moving so stay on your toes!

He's fat, he's round and he floats above the ground! Punch the green viking for extra points.

Mind the gap! Make sure you don't fall. Keep moving ahead of the screen or else…

ASTERIX

COMPLETE SOLUTION Part Two

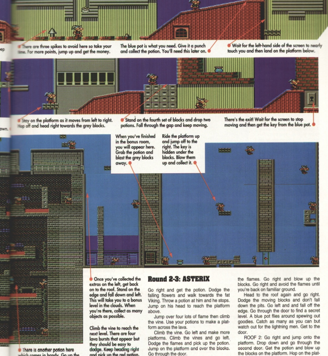
He's back! MAT YEO storms in with more priceless Asterix stuff! This time you get the screen maps and complete guides for both characters on levels 2 and 3! Worra lad!

Jump off the moving platform and leg it to the end. Quickly drop a potion and then fall down.

When I say this stage is big, I mean big! With loads of fiddly sections to complete, this is the real deal! Just remember to take your time and follow these handy tips to get you through even the toughest scrapes. Start off by heading to the right.

Below: Grab the potion in the blue pot and jump over the hole. Avoid the falling flowers as they sap your strength. When you reach the viking, throw a potion at him to stop him. Then, jump onto his head and up to the door.

Above: Run right and watch out for the lava spurts. There are four of them and they shouldn't give you too much trouble. Don't bother going for the potion 'cos it's a waste of time. Go right and climb the vine upwards.



There are three spikes to avoid here so take your time. For more points, jump up and get the money.

The blue pot is what you need. Give it a punch and collect the potion. You'll need this later on.

Wait for the left-hand side of the screen to nearly touch you and then land on the platform below.

Stay on the platform as it moves from left to right. Hop off and head right towards the grey blocks.

Stand on the fourth set of blocks and drop two potions. Fall through the gap and keep moving.

There's the exit! Wait for the screen to stop moving and then get the key from the blue pot.

When you've finished in the bonus room, you will appear here. Grab the potion and blast the grey blocks away.

Ride the platform up and jump off to the right. The key is hidden under the blocks. Blow them up and collect it.

Once you've collected the extras on the left, get back on to the roof. Stand on the edge and fall down and left. This will take you to a bonus level in the clouds. When you're there, collect as many objects as possible.

Climb the vine to reach the next level. There are four lava bursts that appear but they should be easy to dodge. Keep heading right and pick up the red potion. To get over the wall, land on the platform and jump off quickly. The door takes you to the roof. Avoid the moving blocks and go left.

There is another potion here which comes in handy. Go up the vine to the next level but be prepared! To get over the lava you must use the green potion to make platforms. Two sets will get you to the other side in one piece.

Round 2-3: ASTERIX

Go right and get the potion. Dodge the falling flowers and walk towards the fat Viking. Throw a potion at him and he stops. Jump on his head to reach the platform above.

Jump over four lots of flame then climb the vine. Use your potions to make a platform across the lava.

Climb the vine. Go left and make more platforms. Climb the vines and go left. Dodge the flames and pick up the potion. Jump on the platform and over the blocks. Go through the door.

ROOF1: Go left and fall off. Land on the platform and walk through the door. Drop down and open the next door on the right. Drop down and hit the blue pot for extra items. Drop onto the next level and dodge the flames. Go right and blow up the blocks. Go right and avoid the flames until you're back on familiar ground.

Head to the roof again and go right. Dodge the moving blocks and don't fall down the pits. Go left and and fall off the edge. Go through the door to find a secret level. A blue pot flies around spewing out goodies. Catch as many as you can but watch out for the lightning men. Get to the door.

ROOF 2: Go right and jump onto the platform. Drop down and go through the second door. Get the potion and blow up the blocks on the platform. Hop on the platform and go up two screens then jump right onto the ledge.

Jump far right to land on some grey blocks. Blow up the blocks to get the key. Drop down and go through the door.

ROUND 2-2: Stay ahead of the moving screen on this level. Go right and punch the viking.

Run to the right-hand side of the screen and land on the platform. Stay on it as it moves and then nip off.

Use your special attack to smash through the blocks. Get on the platform as it starts to move.

This pot contains bonus items that will help you. Head to the right and punch through the wall. The bat will sap your strength so give him a good whack! Get over the lava by making platforms.

Once again, the windows have to be jumped on and the Romans dodged. They appear in twos, so you shouldn't have to much trouble. Use the spring to reach the roof. Grab the potion to the right and then get the extras on the left.

Below: Walk along the bottom and avoid the flowers. Bounce on the spring to go up. Jump across the windows but keep an eye out for the Romans. The vine will take you to the next section.

Round 2-3: OBELIX

Go right and dodge the falling flowers. Jump onto the spring and bounce up. Go left across the windows but watch out for the Roman soldiers. Climb up the vine and right across more windows. Hop onto the spring and jump up to the next screen.

Go right and get the potion. Go left and make platforms to get across the lava. Punch the blue pot for extra items. Go right. Drop potions, stand on platforms and punch through walls. Dodge the flames and then nip down the vine. Go left across the lava and either go up or across left.

UP: Go through the door to find yourself in water. Swim left, past the stars, and go up and right. Smash your way through the blocks and remember to get the extra life hidden in the block set in the floor. Then go through the door.

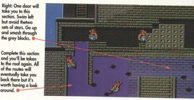
ACROSS LEFT: Land on the platform to open the door. Go left and down the vine. Jump onto the fat Viking to get on the upper level. Walk right and jump across the top of the screen. Pick up the bonus items then go back the way you came. Drop down then go right until you reach a door. Once inside, you're in a bonus level. A blue pot flies around throwing out extra items. Pick these up, watch out for the lightning men then leave through the door.

Either of these ways takes you to the roof. Go right and jump onto the platform. It takes you up.

On the second screen up, jump to the platform on the right. Jump far right to land on some grey blocks. Smash through these to get the key. Fall down and exit through the door.

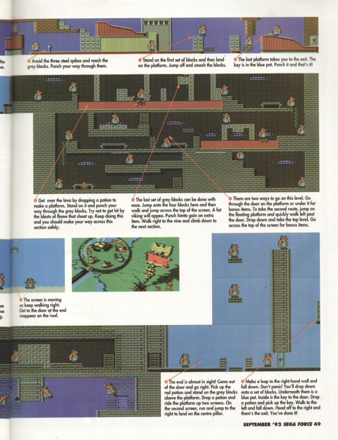


Above: This is the bonus section. Both Asterix and Obelix can go here. The blue pot at the top flies from side to side, spraying extra items about. Collect these but don't be too greedy! Watch out for the lightning.



Right: One door will take you to this section. Swim left but avoid thetwo sets of stars. Go up and smash through the grey blocks.

Complete this section and you'll be taken to the roof again. All of the routes will eventually take you back there but it's worth having a look around.



Avoid the three steel spikes and reach the grey blocks. Punch your way through them.

Stand on the first set of blocks and then land on the platform. Jump off and smash the blocks.

The last platform takes you to the exit. The key is in the blue pot. Punch it and that's it!

Get over the lava by dropping a potion to make a platform. Stand on it and punch your way through the grey blocks. Try not to get hit by the blasts of flame that shoot up. Keep doing this and you should make your way across this section safely.

The last set of grey blocks can be done with ease. Jump onto the four blocks here and then walk and jump across the top of the screen. A fat viking will appea. Punch himto gain an extra item. Walk right to the vine and climb down to the next section.

There are two ways to go on this level. Go through the door on the platform or under it for bonus items. To take the second route, jump on the floating platform and quickly walk left past the door. Drop down and take the top level. Go across the top of the screen for bonus items.

The screen is moving so keep walking right. Get to the door at the end reappear on the roof.

The end is almost in sight! Come out of the door and go right. Pick up the red potion and stand on the grey blocks above the platform. Drop a potion and ride the platform up two screens. On the second screen, run and jump to the right to land on the centre pillar.

Make a leap to the right-hand wall and fall down. Don't panic! You'll drop down onto a set of blocks. Underneath them is a blue pot. Inside is the key to the door. Drop a potion and pick up the key. Walk to the left and fall down. Head off to the right and there's the exit. You've done it!

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SOMETHING GOT ME STARTED	SIMPLY RED	
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SAILING ON THE SEVEN SEAS	OMD	
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CARELESS WHISPER	GEORGE MICHAEL	
IT AIN'T OVER TILL ITS OVER	LENNY KRAVITZ	
LITTLE LIES	FLEETWOOD MAC	
RED RED WINE	UB40	
SACRIFICE	ELTON JOHN	
BABY JANE	ROD STEWART	
SEAL OUR FATE	GLORIA ESTEFAN	
IT MUST HAVE BEEN LOVE	ROXETTE	
IF I COULD TURN BACK TIME	CHER	
WALK OF LIFE	DIRE STRAITS	
NOTHING'S GONNA STOP US NOW	STARSHIP	
WHEN A MAN LOVES A WOMAN	MICHAEL BOLTON	
YOU CAN CALL ME AL	PAUL SIMON	
ALIVE AND KICKING	SIMPLE MINDS	
IF YOU DON'T KNOW ME BY NOW	SIMPLY RED	
THE BEST	TINA TURNER	
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SUNSHINE ON A RAINY DAY	ZOE	
THERE MUST BE AN ANGEL	EURYTHMICS	
ADDICTED TO LOVE	ROBERT PALMER	
CHAIN REACTION	DIANA ROSS	
CHANGE	LISA STANSFIELD	
DON'T YOU WANT ME	HUMAN LEAGUE	
SADNESS PART 1	ENIGMA	
IF YOU LET ME STAY	TERENCE TRENT D'ARBY	
SHOW ME HEAVEN	MARIA MCKEE	
ST. ELMO'S FIRE	JOHN PARR	
SALT WATER	JULIAN LENNON	
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OPEN YOUR HEART	MADONNA	
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MOTOWN SONG	ROD STEWART	
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REAL GONE KID	DEACON BLUE	
ALONE	HEART	
LIKE A PRAYER	MADONNA	
GOT MY MIND SET ON YOU	GEORGE HARRISON	
LOVE IS A WONDERFUL THING	MICHAEL BOLTON	
EVERYBODY WANTS TO RULE THE WORLD	TEARS FOR FEARS	
WHAT'S LOVE GOT TO DO WITH IT	TINA TURNER	
KILLER	SEAL	
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EVERY BREATH YOU TAKE	POLICE	
ALL CRIED OUT	ALISON MOYET	
MORE THAN WORDS	EXTREME	
BLACK OR WHITE	MICHAEL JACKSON	
I STILL HAVEN'T FOUND	U2	
HARD TO SAY I'M SORRY	CHICAGO	
LOSING MY RELIGION	R.E.M.	
ALL THE MAN I NEED	WHITNEY HOUSTON	
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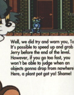
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Advance Play!





Well, we did try and warn you, Tom! It's possible to speed up and grab Jerry before the end of the level. However, if you go too fast, you won't be able to judge when an objects gonna drop from nowhere! Here, a plant pot got ya! Shame!

ADRIAN PITT found out it's more than a dog-eat-dog world and survives Sega's latest cartoon escapade by a cat's whisker!

TOM AND JE

Centuries come, centuries go, and some people never see eye-to-eye. Folk have *always* been at loggerheads. Look at David and Goliath, Hitler and Churchill — Andy and Fergie!

So somewhere along the line, it was decided cats should loathe and detest the ground mice walk on. Nobody knows why, but if it *weren't* the case, I wouldn't be reviewing Sega's brand, spanking new cartoon romp, *Tom and Jerry*. As Master System games go, this one's quite a little corker! It looks slick and plays really well. The graphics do the MS proud and animation's superb. But — and it's a fairly large 'but' (oof!) — the whole caboodle could've been a helluva lot better…

The game concept's pretty simple. You take on the role of our fiendish feline, Tom, and must chase little Jerry through house and garden, hill and dale, mountain and ravine before he outwits you totally and you run out of steam!

Culinary disasters

The kitchen's the setting for the first stage. Jerry races like a mouse possessed across the lino, lies on the floor and waves at Tom as if to say, 'Come and get me fur-face!' Each level's a horizontally scrolling affair. Use the D-button to move Tom left and right. Press button [2] and Tom leaps long distances, or a quick touch of the down button and he steps gingerly (does that mean he's a ginger tom?! —Ed). Hold right and button [1] to zoom at high speed if you reckon Jerry's within nabbing distance.

Tom negotiates pipes, hot plates and mutant fruit

Unfortunately, Tom's not very domesticated, so life in the kitchen's somewhat unbearable! As Jerry disappears into the distance, Tom negotiates platforms, ledges, pipes, hot plates and mutant fruit as he attempts to stop his cheese-chomping friend in his tracks. If Tom gets too close, Jerry throws a stinkin' great bomb in his path! They *can* be leapt over; if unsuccessful, poor Tommy gets frazzled alive and a unit of energy's lost. Speaking of which, all-important life force is displayed as a diminishing bar. Eight life units are yours for the taking at the start of the game. Collision with walls or obstacles results in the loss of one unit.



Flamin' Nora! Clamber up onto the platform but keep an eye on those flames. Speedy jumps help.

One wrong move and Tom gets singed whiskers! Take these flames one step at a time.

Cat in hell's chance!

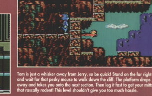
More often than not, Tom grabs Jerry at the end of each stage. However, with a bit of nifty footwork and a quick sprint here and there, that mousy maniac finds his way into the cat's clutches no sweat!

On first play, *Tom and Jerry* looks incredible for an MS game. Graphics are varied and colourful and the backdrops work well, some heavily incorporated into the game. Acorns fall from trees in the forest section and huge boulders crash over the side of waterfalls on the mountain stage.

I was a little disappointed that the visuals weren't more cartoon-like. Tom and Jerry are animated legends! Don't get me wrong, the main



Above: Be warned! If Tom gets too close, Jerry drops one (a bomb that is!). Jump to it, Tom!



Tom is just a whisker away from Jerry, so be quick! Stand on the far right and wait for that pesky mouse to walk down the cliff. The platform drops away and takes you onto the next section. Then leg it fast to get your mitts on that rascally rodent! This level shouldn't give you too much hassle.



Too bad Tom! Jerry's given you the slip again. Tee Hee!



Stand on the grey platform and wait for it to disintegrate.





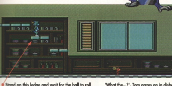


'Come on then, if you think you're hard enough!' Jerry teases Tom with a friendly wave. Cheeky beggar!

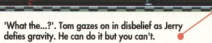


Climb up and over these platforms to reach Jerry quickly.

Ouch! One wrong step and Tom gets it right up the backside!



Stand on this ledge and wait for the ball to roll by. Drop down and speed after that mouse.



'What the...?'. Tom gazes on in disbelief as Jerry defies gravity. He can do it but you can't.



The end is nigh! Tom's nearly reached his goal. One more quick sprint...

sprites are great representations, it's just they don't appear to star in their own cartoon adventure, as the Tasmanian Devil did in *Taz-Mania*.

That aside, there's a great humorous element running throughout. I love the way Jerry taunts Tom and throws a whopper of a bomb! Poor kitty, he always comes outta scrapes the worse for wear!

Tom foolery a-plenty!

Something tells me *Tom and Jerry* may be a little easy, especially for hardened gamesplayers; Stage 3's reached in the first few goes. Things *do* get a little tough from then on, mind.

Stage 6, the baby's room, is choc-full of rampant toys and out-of-control footballs! Beware of the gaping hole and the metallic dog with razor-sharp teeth. K9, eat ya heart out!

I found the control system a little sluggish, somewhat annoying coz if Jerry starts to leave the playing area, the screen scrolls and Tom must run or leap at top speed to avoid getting stuck at the side of the screen. If this happens, all eight life units are lost and the game ends.

Fret not! There are seven continues to play around with. Make good use of 'em!

Just a quick mention about the sonics. There's a nice cartoon-style soundtrack on the title screen and an individual ditty for each level. They're quite atmospheric and, unlike many MS tunes, don't annoy. If it's a fun game you're after, that looks good and doesn't tax the old grey matter too much, add *Tom and Jerry* to your collection. You won't be disappointed. **ADE**



Jerry gets his just desserts after a frantic platform chase. Watch out for the platforms on the left. One wrong step and they disappear.



Stretching a black balaclava over his fright-wig hairstyle, WILL EVANS enters the fast lane.

FERRARI GRAND PRIX

Racing sims all seem the same to me: drive around a track, no strategy, no two-player game (not with a split-screen thingy). But wait! What's this? It's *Ferrari GP*, it's got a two-player mode (wow! split-screen thingy!) and... no, it can't have! Yes — a strategy bit! I don't believe it.

Does all this strategy stuff really work though? We-e-ell, it does make a difference, if only a slight one. You get to choose from five different control methods, a Grand Prix world championship, practice race and a time trial. From there you can either drive single races or give the computer your name, choose a team and get on with the first Grand Prix — America. Any Grand Prix or one of four bonus tracks can be tackled in practice mode.

You can go flat out and at least four cars overtake

Back at the track

Now customise your car. There are three types of new tyre, suspension, wing, brake and engine, manual or auto transmission, and four or seven gears. Phew, there aren't half a lot of options in this game. You also have divine power over the forces of nature, making it rainy, overcast or bright 'n' sunny. This influences your choice of tyres.

Once you've finished fiddling (fnarr) once and for all, it's off to the races! Unfortunately, I found *Ferrari GP* a bit of a let-down. After that excellently presented build-up, what you get on the action side is just your bog-standard racing game, and not a very good one at that.

You can go flat out on the straight from pole position and at least four of the eight other cars overtake within 15 seconds. As you'd imagine (the game *is* true to life here), one mistake and you're out of the winner's circle.

Rather than use real drivers, the programmers have contented themselves with vague caricatures of the big names.

No great shakes, but in-game graphics are nice and the scrolling works okay. Sound's mediocre — a jolly little title tune but minimal in-game FX.

Ferrari Grand Prix isn't a bad game. On the other hand, *Super Monaco GP 2* is a great one. Your choice!

WILL

Push the pedal to the metal and keep the revs in the red as you wait for the green light. Make a clean start and you might stand a good chance!

It's a twisting track and even the slightest mistake is gonna leave you all on your ownsome back in eighth position. It's a hard haul back from there!

You can't help feeling too much time and energy was spent on the strategy and background details, leaving the actual gameplay (the racing bit) sadly lacking in originality and excitement. The build–up, with 24 tracks, time trials, a real life Grand Prix season and the racing team option is impressive but what we're after is good, clean, burnin' rubber. Not bad but not the best!

CHRIS 62%

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SF Rating

75% PRESENTATION
● Plenty of options for you money, displayed with neat graphics

73% VISUALS
● Good in-game graphics, average scrolling and slightly fuzzy digitised piccies

66% SONICS
● Pleasant title tune, sparse in-game sound — unimaginative engine drone etc

62% PLAYABILITY
● Not much to say. Very average racing stuff

68% LASTABILITY
● Frustrating. With little excitement, it soon becomes tedious

64% FORCE
● Another race game with nothing special to make it stand out



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The last time ADRIAN PITT rolled anywhere he was in a hay loft in Hereford! Now he plans to a-maze all in a Technicolour labyrinth! Dare we watch?!

GAME GEAR gg



Reviewed!

MARBLE MA

You know those games that are *so* frustrating they become almost mind-blowingly addictive? *Marble Madness* is one of 'em! If you've never rolled ya bits 'n' bobs before, you're in for a treat. The game concept's simple. Guide a marble through half a dozen or so three dimensional mazes within a time limit.

Easy? Well... er... no! If you're not careful, that ball of yours could tumble over a cliff! The D-button moves your marble around the mazes while buttons [1] and [2] give a quick turbo boost if time's tight.

In round one you have 60 seconds to reach your goal. The time limits are reduced on later levels, plus there are trillions of meanies and marble-traps to avoid.

Mutant marshmallows, pools of green acid, catapults, vacuum cleaners, gaping chasms... they're all there to waste precious time.

Lives are unlimited — time isn't! If you're lucky, a magic wand appears and grants you extra seconds, especially handy if you're near the finish line with only two or three seconds left. Time remaining's added to the clock on the next round and bonus points are awarded.

Marble munching

Are you a man or a marble? Can *you* survive an aerial assault? Have you a fetish for undulations (is that a vegetable?! —Ed) and gravity-defying twisty pathways?

Marble Madness looks great. The 3D graphics are stunning. Animation of the bad guys is humorous — watch those spongy specimens bounce about and gobble your marble whole. No probs with scrolling or controlling, the marble moves at quite a pace! The options screen gives a preview of in-game tunes and FX. The main tunes are thigh-waggling material, for sure, and suit the game down to the ground. A change of control's also offered (either normal or diagonal — the latter's tricky!), along with a difficulty preference.

Now, the choice is yours! *Marble Madness* is a good GG game. I'd recommend you part with your dosh if you played and loved the arcade original or if you're a newcomer to this classic.

If, on the other hand, you suffer from high blood pressure and have been warned not to lose your temper, or if you've played *MM* to death on other formats, steer clear. I can't say fairer than that!

ADE



Whether you're a fan of platform adventures or not, if you don't get *Prince Of Persia* for your Game Gear I'll give ya a bloomin' good sheikh-ing! This is *THE* game to purchase for your handheld. You take the role of a brave and fearless prince. The task in hand's to save the pouting Princess from the clutches of the evil Grand Vizier. He's locked the fair maiden in a chamber, which just happens to be on the top floor of his luxurious castle.

You have just 60 minutes to trek through dungeons, palatial rooms and finally the tower where the Princess is held. Can you save the little lassie before the venerable Vizier has his wicked way?

Prince Of Persia's one of the best games you can plug into your Game Gear. The puzzles are *so* clever. Knowing which pressure pads to touch, which potions to drink and routes to take has you foxed for ages.

Fighting plays a huge part in the game. On early levels it's pretty cinchy, but lo and behold, things get tougher from Level 4!

Graphics and gameplay are superb. The visuals have converted nicely from Master System to Game Gear and there are no probs with scrolling. I dare anyone to fault the animation! Both sprites and backdrops are true to life and incredibly atmospheric.

Silence is golden!

There's very little to brag about, sound-wise. There are no in-game tunes, but thank Heaven, I say! Who wants to be annoyed by cutesy ditties? Silence adds to the already eerie atmosphere. There *are* some great spot FX, though.

There are plenty of options to fiddle with and a password system if you're not up to playing from the beginning each time.

Prince Of Persia has everything: A platform

Reviewed!

GAME GEAR gg

Forget Ali Baba and Sinbad, ADRIAN PITT's got a much bigger buckle to swash! Baddie-bashing and damsel-rescuing are his thing!

PRINCE OF PERSIA



…DNESS

Above: Watch out for these suckers 'n' blowers, they drop you in the most awkward of places. Keep your wits about ya, don't go over the edge!

● PRODUCER: TENGEN/DOMARK
● GG: OUT ● MS: OUT
● MEMORY: 256K
● PLAYERS: 1 ● PRICE: £27.99

What a load of balls (Original Joke No.39)! I'm going to put my foot down with a firm hand here (aren't mixed metaphors great?! — Prod Ed) — *Marble Madness* is about as entertaining as Ade's novelty boxer shorts! The basic idea works okay but it's not suited to the Game Gear. The ball's too small and makes for a confusing game. The controls take some getting used to and can be damn annoying on the first few plays. Plums are smart, marbles aren't!
MAT 65%

Left: This part of the floor raises and lowers, so time your rolls. Be wary of that green slime, it's acidic and melts anything marble-like!!

SF Rating

76% PRESENTATION ● Demo, sound test and diagonal control method — which makes things worse!

85% VISUALS ● Superb 3D graphics and shading, smooth rolling ball and cartoony aliens

70% SONICS ● Great FX and good in-game tunes but doesn't live up to the coin-op originals

80% PLAYABILITY ● Awkward to control for the first few plays but easier than the MS and MD

76% LASTABILITY ● Short on levels and may get samey but tough stages keep the old ball rolling!

77% FORCE ● ● A great conversion from *Tengen* and *Domark*

---

romp to enjoy, puzzle elements to master and hack 'n' slash sequences a-plenty. Grab a pen and paper 'cos mapping this is gonna take some doing!

If you're fed up to the back teeth with spiky blue hedgehogs and long for a new challenge — a game that'll keep you engrossed for an age and keep you out of your mother's way — get *Prince Of Persia*! Domark have a sure-fire hit on their hands. Miss it and weep… **ADE**

● PRODUCER: DOMARK
● MD: N/A ● MS: OUT
● MEMORY: 256K
● PLAYERS: 1 ● PRICE: £27.99

Prince Of Persia hops onto another machine and just keeps getting better! There are very few differences between this and the MS version. The figures are small but well-defined, the levels are huge and you really have to use your noddle when it comes to problem-solving! The sword fighting, potion drinking and chasm leaping make this a sure-fire hit! Expect to see this in everyone's Top Ten and on your shelf, sitting snugly between the Barbara Cartland novels and the signed photo of Kenny Rogers! *Prince Of Persia*'s dead good!
MAT 91%

Above: As you make your way through the game there are loads of potions to guzzle. Some are good, others do untold damage. The best potions restore all your life points- which colour are they?

If you miss your leap, remember to push up and hold that button. If you don't, it's a long way down to those nasty, rusty spikes!

Right: Jumps must be timed correctly. Looks as though poor prince is gonna do himself some mischief!!

SF Rating

87% PRESENTATION ● Nice introduction, options and useful password system

95% VISUALS ● Great for the Game Gear. Ace animation, atmospheric backdrops

79% SONICS ● Few ditties, good title tune nice spot effects and combat noises

94% PLAYABILITY ● An extremely challenging game. Good control, plenty of puzzles

87% LASTABILITY ● ● Twelve levels of action, increased difficulty but tricky to complete.

95% FORCE ● This should go Top Three in the Game Gear charts!



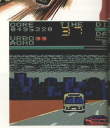
Using clumpy biker boots to press the pedal to the (very heavy) metal, WILL EVANS zooms off toward a not-so golden horizon...

MASTER SYSTEM

MS

Advance Play!

SCI



Not a bad coin-op, *SCI* has finally weaved its way down to the Master System. How will it fare, an aging game in today's hard-sell, dog-eat-dog console market? Don't it make your heart BLEED! If you're really thick, you'll never have heard of *SCI* or the game that spawned it, *Chase HQ*. And you'll want to know about them, won't you? Well you're going to anyway!

Those dastardly criminal types have taken to the roads in various getaway vehicles and it's our hero's job to bully them into submission using his fast car, smokin' shotgun and 'I'm a hard-nosed US cop' ego.

He accepts some aid from the girl at HQ, however, in the form of a great big rocket launcher to go on the top of his flashy car. Lovely.

Crash 'n' mash

SCI couldn't do without these big guns and two-seater convertibles but they make it all a mite easy — I got to the final 30-second race against time on my second go!

I got to the final race against time on my second go!

That said, there are a few good moments while it lasts, especially if you remember the arcade machine (nostalgia, nostalgia). The cars are well done, and there's no confusion over which is the enemy — although that could have something to do with the big blue arrow hanging over his set of wheels (street-wise language, impressive or what?). One annoying thing is you can't get rid of the other drivers. Completely innocent they may be, but it'd be good fun terminating them when you've nothing better to do, especially the bikers, who aren't innocent at all — they chuck grenades at you at every given opportunity!

Drone, drone

When you eventually catch up with the evil-doer you've been chasing, dispose of him (or her in one case) with your rocket launcher (if any of its five shots remain) then go to it with your trusty 12-bore.

Which brings me to gameplay variation — there ain't none! You speed along a road after a villain, blow his car-up, then speed along another (more twisty) road after a villain in a better car, with less time.

In-game graphics are nicely drawn and move like a driving game should, although the scrolling and FX don't create the feeling of driving. Funny thing about the scrolling, it doesn't match your speed for a while (I've never suffered from premature acceleration before, honest!).

The still pics between stages are good, even if they do all look the same, and provide a much-needed break from the monotonous burning of rubber.

MS *SCI* (!) is just a simplified version of the earlier games on home computers, which were simplified versions of the arcade machine. I hate to say it, but the Amiga game looks rather good compared to this.

Some of the original detail is still there. Oil drums and such like are scattered all over the road; plough into 'em and watch 'em fly off the screen. It's only a little touch but attention to detail often makes a great game. It's a pity this isn't.

And that's about all that can be said for *SCI*. It's simple, fun for a while and it's ridiculously easy.

WILL



Get a load of that flashing arrow! Spot it and you know you've got the nasty bast in your sights — blow him away with your shotgun. Finish him off for tons of time, tons of ammo (ie, unlimited) and then it's off to the next level. I always knew that only wimps drive Porsches!

It's HQ again, and it's a code four!! Quick- get on that road, get your rocket launcher smokin', your shotgun blazing and your rubber burnin' (?!!). Oh, and watch out for the odd ten-tonne boulder, eh?

Below, left: The girlie from HQ shows you the next perpetrator to wipe from the face of the highway (sound like authentic US cop-speak to you?). Both right pictures: Police brutality? What police brutality?! Top left: That most entertaining title screen (oo, cheeky! —Prod Ed).

Look out for this bus, it goes the wrong way down the motorway and the driver appears to be the last surviving WWII kamikaze pilot

Oh dear, only one second left to defeat that chopper and you've just spun off the road. Never mind, I think I see a Donut shop!

You've knocked out the nasty man in the stolen police van, but will he talk? 'Hahahaha! Do you know… that where you've got your other hand is illegal in broad daylight?'

The villains have stolen a police van. Ooh that makes me mad! I know, I'll hunt 'em down then shoot 'em! Just like last time, funnily enough


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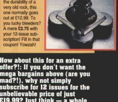
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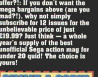


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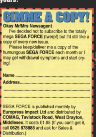
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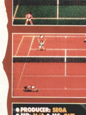
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Oh the joys of tennis! Sweaty bodies, hairy legs, squidgy strawberries! Sounds like a run-of-the-mill kinda day for ADRIAN 'You cannot be serious' PITT!

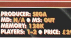




Reviewed!

- PRODUCER: SEGA
- MD: N/A ● MS: OUT
- MEMORY: 128K
- PLAYERS: 1-2 ● PRICE: £29.99

WIMBLEDON TENNIS



I was a touch worried whether the MS game would translate onto the small screen but get past the title screens and you soon forget your fears. The sprites are large enough to be clearly seen and when you get into a game. Spot FX are fair and there are loads of options to keep you interested. This one's a must for tennis fans. CHRIS 78%

Let's get one thing straight for a start: tennis sims aren't my favourite type of game. Time after time I'm faced with flickery graphics and awkward control systems.

Not so with *Wimbledon Tennis*! It's got user-friendly computer opposition and slicker than slick playability!

Little has changed from the MS game (82%, Issue 5b!). The annoying in-game ditty's vanished, but then this *was* a pre-production copy. Be warned!

The first thing that strikes you about *Wimbledon Tennis* is the speed at which the players move — they're bloomin' fast! But after a few plays you get used to it and hit that ball like a good un'! There are 16 players to choose from, of differing nationalities, skills and weaknesses. Some are all-rounders, others net players or ground strokers (what a bizarre fetish! —Prod Ed).

Your player slams his racket on the ground, McEnroe fashion

Points, power and prowess

The great thing about *WT* is you can judge how your player will perform by checking on his speed, power and skill points. For example, the American, Evans, has a low speed and skill factor, but his power points total 17. Mauser from Germany has a speed of 18, power of 20 and skill points to match. He's one of the better players to choose!

Free Match Mode's more like a practice session. A game of one or three sets is played behind closed doors with no crowd or umpire.

The court's pretty basic, but then graphics aren't usually the most outstanding feature in tennis sims. The screen scrolls well and there's not a hint of flicker.

Press button [1] to serve the ball. Just before it falls to the ground, press [1] again to thwack it over the net — [2] if you fancy a bloody good lob. The same controls apply throughout the game. Use left and right on the pad to determine your shot's direction. If you lose a set or the match, your player either slams his racket on the ground, McEnroe fashion, or rolls on the floor, cries like a baby and does The Dying Fly!

On the other hand, beat the pants off your opponent and you leap in the air, waving your tool with pride (that's the racket, before you step in with one of your crude comments, Mr Editor, sir!).

Wimbledon Tennis is extremely challenging. Tournament play's tough. You're allowed to distribute your points between speed, power and speed, which is a nifty little feature. Start in the quarter finals of the American Open, then it's off to Australia, France and finally, Wimbledon itself.

WT is a timeless game. It looks good, plays well and should make even the most ardent of tennis fans sweat! Only one slight niggle — where's Gabriella Sabatini?!

ADE

SF Rating

89% PRESENTATION
● Great points facility, password system, score boards, Gear-to-Gear link

77% VISUALS
● Great sprites for the GG, some nice animation, good scrolling

58% SONICS
● Crowd noises during tournament play, thwack and lob FX throughout

79% PLAYABILITY
● Once used to the speed and controls you'll find it extremely playable

81% LASTABILITY
● With smashing tournament play and a link option, who could ask for more?

81% FORCE
● This is a must for tennis nuts. Brings out your aggressive streak



Balls, balls and more balls! MAT YEO's full of it, so we let him run around a little.



● PRODUCER: EASN
● GG: N/A ● MS: N/A
● MEMORY: 512K
● PLAYERS: 1-2 ● PRICE: £39.99

True to life it may be, but I still can't get overexcited about a simulated basketball game. Yeah, there are loads of options, plenty of teams and the usual EASN attention to detail. But it's just too damn hard to pick up, and when you have, the action gets repetitive. The knockout tournament provides a fair amount of interest and two-player mode offers fair variety, but with no league to fight for this one's not going to keep you electrified for long. Nice sound FX, fair graphics, but the gameplay just don't hack it! ***CHRIS 68%***

Reviewed!

BULLS VS
and the

It's a real pity this didn't come out a couple of months ago or we would've been able to include it in Issue 6's basketball round-up. Still, maybe EA can find their form and make up for the terrible sham that was *Jordan vs Bird*. Thankfully there are no sub-games or crappy one-on-one bits in this one. No, if you want fast basketball action with all the teams and players from the 1991 NBA season, this will cheer you up no end. The basic idea's to lead your favourite team to the finals and become World Champions. But there's more to *Bulls vs Lakers* than meets the eye. As well as a full play-off championship, the single game function allows you to play out a number of options and get some much needed practice.

Everything you could ever want to do

Options, options...

The standard of the options in EASN (Electronic Arts Sports Network) games is sometimes too much to bear. There's everything you could ever want to do.

Choose a match against your mate, one with you and your mate cooperating, or a straight slug-out with the console. Then select the length of the periods from two to 12 minutes and, if you wish, the pace of the game, varying from Regular Season (easy) to Showtime (dead 'ard). The difficulty setting affects the aggressiveness of the opposition and efficiency of the ref — the higher the difficulty level, the more fouls he picks up on. The Arcade Simulation option affects how you play and a password entry screen continues the play-offs from where you left, er, off. Last but not least, you can listen to in-game music or sound effects if you want (yes, you do).

What [A] control system!

Controlling the game's easy thanks to a well laid out system. When in possession, button [A] jump shots or 'fakes out' your marker, depending on how long you hold it.

But the real beauty of [A] is the special move. If a certain team member is in possession at the right point and you press [A], he performs his patented slam-dunk, lay-up or whatever.

Button [B] passes to the highlighted player and [C]'s just the jump shot.

When you haven't got the ball, button [A] attempts a block, [B] switches control to the player nearest the ball and [C] attempts a steal, if you're in the right place at the right time.

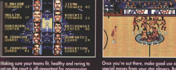
Because this is such a stonking basketball game — from a statistics point of view — the inevitable substitution screen comes into play. And, boy, you need to learn how to use it!

If you play a one-off game at Arcade level you don't need to sub as you'll never get tired. But play a tournament (play-offs) and your star players need an occasional rest.

Who's better?

Each player has a fatigue rating, between one and four. They're all super-fit at the start of the match and after half-time, but use the same player a lot and he tires and misses passes and shots.

If you can't wait until the end of the period,



Making sure your teams fit, healthy and rering to get on the court is all-important for progressing through to the big game finals!

Once you're out there, make good use of all the special moves from your star players. Basketball's a tight game, so they could make all the difference!

Slamdunk! Here's one that got away! Moving the ball around the court at high speed should confuse the opposition and give you that much needed space to get into scoring range. If the defence decides to sit back and give you a free gift, so much the better! Get in there and slot those points home!

The choice is all yours! Have a look at the stats and make that important decision!

Even more to browse through here! Choice is the one thing that's not lacking in this EASN outing!



Take your places for the NBA World Championship! Pick your team, sort out your players and then have a look at how the draw works. A good, decisive win in the preliminaries puts you through to your conference final. Survive that and it's on to the big one! The NBA trophy's at stake, so push your gaming to the limit and win!

LAKERS

e NBA Playoffs

press pause then [C] (when in possession) for a time out. You see a list of the five players on court and their fatigue rating, field goal percentage, height, weight and inside leg measurement (only joking about the measurements!).

If you need to sub someone, highlight him and scroll through the subs below. When you've chosen two players, just press [A] to substitute them.

Block the blockers!

To go back to the start of this review: EA have definitely made up for *Jordan vs Bird* but they haven't produced a Smash. While everything clicks into place really well, the action's very fast and ultimately confusing.

You can set plays in motion, but with incredibly tight marking, the only sure-fire way to score is to use your own players to block the man marking you. After a while this becomes incredibly samey and the pace of the game dies.

In a two-player match, the human errors enter into it, making it easier to score far-out slammers and ring-benders. And very impressively animated they are, too.

Again, EASN have left out a league option. You have to settle for a four-round knockout tournament, where you defeat your opponents by winning a best of seven series. Just like the real thing!

The graphics are nothing special but the animation of special moves is top-notch. The in-game tune's another Mike Bartlow remix of a Rob Hubbard tune and pleasing enough... but not really basketball. Still, you can turn it off and listen to the good sound effects instead.

Basketball fans can now choose the rough and tumble of *Arch Rivals*, serious sampled challenge of *David Robinson's* or near-to-life action of *Bulls vs Lakers*. Think carefully, dudes.

MAT

SF Rating

80% PRESENTATION
● Plenty of options and good team choices give plenty of variety to begin with

75% VISUALS
● Nothing to shout home about, though some of the special moves are well animated

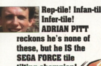
73% SONICS
● The soundtrack's out of place but the sound FX are a good substitute

72% PLAYABILITY
● Controls are fair but the game's tricky to pick up. Once you have, it gets samey

78% LASTABILITY
● Good tournament options and nice special moves. Tough but repetitive

77% FORCE
● A good simulation with plenty of neat, authentic touches.

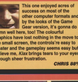
Quick use of the buttons makes the difference between a sound defensive block, a blatant foul or letting the forward go scot free! Keep practising!



Rep-tile! Infan-tile! Infer-tile! ADRIAN PITT reckons he's none of these, but he IS the SEGA FORCE tile tilting champion!



- PRODUCER: TENGEN/DOMARK
- MD: OUT ● MS: OUT
- MEMORY: 128K
- PLAYERS: 1 ● PRICE: £27.99

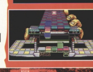


This one enjoyed acres of success on most of the other computer formats and by the looks of the Game Gear version, it's gonna do damn well here, too! The colourful graphics have lost nothing in the move to the small screen, the controls are easy to master and the gameplay seems easy but, believe me, *Klax* brings tears to your eyes through sheer frustration.

CHRIS 88%









KLAX



You'd better be nifty or those tiles are gonna outrun ya and leave ya in the dumps!

The last time I had a *Klax*-attack was on the Master System, way back in Issue 2. The MS version notched up a highly commendable 81% and the GG conversion looks likely to knock your blocks off, too!

I reckon about 99.9% of us *must*, at some time or another, have played *Tetris*. Game Gear *Klax* falls somewhere in the same mould. It's addictive, challenging and highly frustrating!

Just to put you straight, a klax is a group of three or more tiles of the same colour, placed in a vertical, horizontal or diagonal line.

Time for a paddle!

The game's played on a sloping conveyor belt. Tiles whizz down the screen and are caught on a paddle at the end of the belt. Use the D-button to move the paddle left and right, down to drop a tile in the bin, up or buttons [1] and [2] to flip tiles back up the screen, if things get a little hectic.

At the start of each round (or 'wave'), you're given a task to complete. Preliminary levels are easy: make three klaxs, create three diagonals and so on. From wave 11, though, things get a little tricky. Ever tried producing 15 klaxs when tiles are zooming down the conveyor like Speedy Gonzalez on steroids?! It ain't easy!

As soon as a klax is manufactured, points are scored and those tiles disappear, leaving room in the bin for more crafty klax-making. If the bin's full, it's the end of the game and your Technicolour nightmare starts all over again!

For a harder jaunt, why not turn on the Drop Meter? Now you're only allowed to miss a certain number of tiles. On early rounds, if three fall to their doom your tiling days are over, matey!

Do the tile warp!

Fret not, *Klax* is *still* a stonker of a puzzle game on the GG. Fast and furious action all the way!

Graphics are tremendously colourful — you can even change the shading of the tiles if they're not to your liking. Sound's nowt to write home about, but then *Klax* doesn't rely on cutesy ditties and rip-roarin' sound FX, it's gameplay that makes it a winner.

With a nice front end, plenty of options, secret warp modes and continues, *Klax* tests the most hardened of game freaks. If puzzle games are your thing, or you're bored to tears with beast-bustin', monster-mashin', hack 'n' slashin', *Klax* is one for your collection. Tengen and Domark are spoiling you Game Gear freaks rotten this month. Take advantage of it and spend ya pennies! ***ADE***

A stonking puzzle game — fast and furious action all the way!

SF Rating

GAME GEAR 99

81%	PRESENTATION	Demo, options, passwords, warps
78%	VISUALS	Loadsa colour, crisp and detailed
62%	SONICS	Bit sparse, few spot FX
85%	PLAYABILITY	Control's easy, addictive from the start
81%	LASTABILITY	Tons of levels, secret modes, choice of waves
82%	FORCE	Nice one Tengen! Better than tiling the bathroom any day!


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'It's aliens!' That's MAT YEO's explanation for anything out of the ordinary — like Bryan Adams selling a record. Oddly enough, this time he's right.

This time it's hiding in the most terrifying place of all... Adrian's boxer shorts! If pulse-pounding, palm-sweating, pant-wetting action's what you like, you're in for a treat.

Alien 3 has level after level of gut-wrenching suspense and more scary bits than Big Ed in the nude! This is the game film fans have been waiting for!

The action takes place after the events shown in *Aliens*. There's a problem onboard Ripley's ship and her cryogenic tube's ejected in an escape pod. She crash-lands on Fury 261, a prison planet populated by the scum of humanity. But she is not alone. Something has travelled to this harsh world with her and Ripley's the only one who can stop it!

It's no surprise to anyone that you control Ripley in the *Alien 3* game. You must rescue the captured prisoners and kick Alien ass!

Ripley dashes around in a fetching off-the-shoulder vest and tan accessories. She completes the outfit with a shaved head and size nine Doc Martin's!

Gut-wrenching suspense — more scary than Ed in the nude!

She's got control

Each maze-like level has a number of cocooned convicts. Using ladders, moving platforms and some nifty footwork, you must find the hostages then get out. There's a time limit for each level so don't take too many wrong turns!

The Aliens are sneaky little beggars so watch out! You'll find them hiding on the ceiling, popping out of the floor and hanging around your kitchen pretending to be fridge magnets! They move at a hell of a speed so keep blasting. Unfortunately, you only have a limited amount of ammo so use it sparingly. Ripley comes complete with a handy arsenal, including pulse rifle, grenade launcher, flame thrower and grenades. Switch between the weapons with button [A], fire using [B] and press [C] to jump.

The controls can be changed on the options menu, as can the number of tries you have and game difficulty. Scattered around the levels are extra objects to help you. Bullets, grenades and fuel are left lying around, some tucked away in hidden bonus rooms.

Some passages are dead ends and others lead to waiting aliens. Long falls drain Ripley's energy so mind your step. Other drops lead to spinning fans which knock the stuffing out of our heroine faster than you can say 'Sigourney'!

At the end of Level 1 there's a flicking huge alien to be beaten. It keeps leapin' over you and spraying acid in all directions. Not very friendly at all! Once you've got the knack of hitting him he blows up and loads of extra goodies can be collected.

The next section's the Infirmary. This is one sick screen! Slaughtered animals hang from the ceiling, dripping blood and concealing Aliens. Find the hostages and get the hell outta there. The time limit's too close for comfort so beware!

The sound on this game has to be heard to be believed! The music's dead moody and sets the tone for a suspenseful game. The sound FX are awesome; realistic explosions, sickening egg openings and screeching aliens sounding just like they do in the movies.

Aliens vs The Terminator

Comparisons to the *Terminator* game are inevitable. But that isn't a bad thing 'cos *Termie*'s a great game — and this is even better!

As a film conversion it's merely OK. The problem with most film games is they tend to wander from the plot a bit too much. That's the only gripe I have about *Alien 3*.

With a whole bucketful of levels, legions of slimy aliens and nail-biting action, this is one game destined to ooze its way onto your console very soon!

MAT

You see what happens when you leave chewing gum lying around? The hostages are cocooned on each level and it's up to you to find them.

ALIEN³

- PRODUCER: PROBE
- GG: N/A ● MS: N/A
- MEMORY: 1024K
- PLAYERS: 1 ● PRICE: £39.99

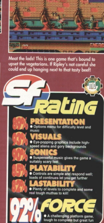
Left: If a door won't budge, then force it! Use your grenades to blast through.

Slip slidin' away! Ripley might be as tough as old boots but she can't survive long falls. Stand on the edge of the slope and jump right to land safely.

It really is amazing what you can do to a game with a few tweaks and twists. When we got this one in for the Advance Play I wasn't overly impressed. The graphics looked great but the gameplay lacked any real buzz. But whaddya know? We get the review version in and it's flickin' brilliant! The graphics are still cool, Probe style, the in-game sound FX are loud and totally atmospheric, and as for the gameplay...! With plenty of power-ups to chase and bleedin' close shaves on the time front, this game'll have you sweating cobs in front of the screen!

CHRIS 89%

'Come on, you ugly mutha!'. Kick some alien ass with heavy-duty firepower! Those aliens are damn sneaky so watch out for them when they crouch. Keep an eye on your motion tracker for movement.



Meat the lads! This is one game that's bound to upset the vegetarians. If Ripley's not careful she could end up hanging next to that tasty beef!

Up ahead is a secret room. Nip inside for extra handy items.

Gnash! It's brown trouser time as you face the end-of-level alien guardian.

Watch out! The guardian sprays acid and jumps over you.

Above: These moving platforms are useful. Jump onto them and enjoy the ride. Use them to find hidden prisoners.

Left: If your energy is running low, pick up the red cross parcels for that extra power. The items are scattered around the levels. Get them for points.



Next month!

If you like TV dinners you won't want to miss what MAT YEO and the rest of the SF deadheads have cooked up for you next month

Life's pretty damned tough at the turn of the next Century! Misery and hardship awaits the majority in the unceasing struggle to survive in hostile environments.

But there is a way out! If you're hard enough, tough enough and fool enough to take what's coming to ya in the Smash TV Gameshow, you can drag your way outta the gutter and join the elite!

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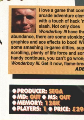
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*The first volume of TIPS FORCE caused such a fuss with some other Sega magazines that their legal beagles tried to stop us publishing it – goodness knows what'll happen this time!





I love a game that combines arcade adventure elements with a touch of hack 'n' slash. Not only does *Wonderboy III* have these in abundance, there are some stonking graphics and ace effects to boot! With some smashing in-game ditties, super scrolling, plenty of life force and some handy continues, you can't go wrong with *Wonderboy III*. Get it now, flame-breath!

ADE 80%

- PRODUCER: SEGA
- MD: OUT ● MS: OUT
- MEMORY: 128K
- PLAYERS: 1 ● PRICE: £29.99



WONDERBOY 3
The Dragon's Trap

Reviewed!

Here he is, the hero of the hour! MAT YEO, the Boy Wonder! Or should that be Wonderb–

Cor blimey, Chief, if it's not one thing it's another! There you are, minding your own business, when suddenly you're turned into a dragon! Poor old Wonderboy, he'd just saved his land in the last epic instalment of the Wonderboy saga and now he's a flicking lizard!

If you've been following our little friend on his quest for truth, justice and a signed picture of Maureen Lipman, you'll love this stormer of a sequel!

The action takes place in Monsterland once again and sees our hero taking on even more vile villains bent on destruction.

The game kicks off with a great option where you either start a new game or continue an old one using a password system (very 'andy). Press Start and prepare to face some pant-wetting action! You begin by battling through a castle to find the dragon. On your way you encounter snakes, ogres and skeletons. They're easily despatched with a quick swipe of your sword so won't give you too much hassle. Find the dragon's lair (sounds like a good name for a game!) and kill the beggar!

Unfortunately, nothing in life's free and Wonderboy must pay the price for his bravery. With it's last dying breath, the monster curses Wonderboy and turns him into a dragon!

A cracking good game from an already popular series

Wonderboy's second quest is to find a cure for his affliction and rid his land of the evil that's infested it (I'm wasted here, aren't I?)! His sword and shield are replaced with flame breath as he goes into dragon mode.

There are loads of levels to explore and tons of beasties to defeat. Wonderboy (or should that be Wonderdragon?) roams the land, jumping over obstacles, swimming through water and generally having a dragon... er, whale of a time!

Wind of change

Despatching creatures awards you with helpful objects. Getting hit by a creature will knock your energy down so be warned! Lost energy can be replaced by picking up hearts dropped by slain monsters.

Pressing [1] displays your inventory of gold pieces, lives and weapons, which include whirlwinds, arrows, lightning and boomerangs. Activate these by selecting them, pressing Start then holding down and [2]. Use them sparingly as you'll need some for later!

Explore every level and find as many items to help you as possible. Some doors are hidden or hard to get to so use your noddle! Other doors hide shops where you can buy extra items to help your perilous journey. What we have here, folks, is a cracking good game from an already popular series.

As usual, the Game Gear pumps out some dead cool tunes and jaw-dropping graphics. Extra touches like the password system make it a lot easier but this is still one tough nut to crack! If you liked the rest you're bound to get a kick outta this!

MAT



SF Rating (Game Gear 99)

78% PRESENTATION
- Great password option and easy to use menu system

86% VISUALS
- Colourful, cartoon-like sprites and smooth scrolling

71% SONICS
- Great tunes and sound FX

83% PLAYABILITY
- Easy to start with but gets tougher after Wonderboy falls into the dragon's trap

88% LASTABILITY
- Should keep you glued to your GG for ages (to be this good takes...)

82% FORCE
- A smart platform game with a large dollop of fun!



Popils is a cracking little puzzle game — BUT BEWARE! Some puzzlers appeal to all types of game-freaks, but not *Popils* . It's fun but all the lateral-thinking can be repetitive. The levels get complex and with great extras like the battery back-up and level editor, this game will certainly last. But *Popils* isn't for everyone. **MAT 78%**



POPILS

What's this strange perversion ADRIAN PITT has with princesses? He's always popping out to rescue 'em! Reckons he's a knight in shining armour! Watch out, Chris!

At long last, a GG game I can't put down! From the moment you switch on and load up *Popils* you'll be addicted! This ain't no easy-peasy puzzle game — it's a rip-roarin' stonker!

Why are princesses so naïve? They're always getting kidnapped — have you noticed? And guess what? There's another regal damsel to rescue in *Popils*.

Your goal is to mark out a route through the evil Wiz's mazes and reach the distressed bimbo who appears in every round. At the start of the game, you choose to play through any section up to stage ten. Complete the required number of stages and you access levels 11 to 16, and so on...

Each area of the labyrinth's composed of a series of blocks. Use the direction button to move round the screen and button [1] or [2] to bash those boulders.

Blocks from higher levels fall (ain't gravity amazing?!) and if you eliminate blocks in the right order, the path to the princess becomes clear. The knack is to decide which blocks fall when you smack others and in which direction the princess trundles if a pathway becomes accessible.

Sometimes the inevitable happens and you get stuck in a rut. Press buttons [1] and [2] simultaneously to get yourself out of a pickle. There's a snag — you lose one of your five lives!

If you come a cropper 20 million times or more and can't fathom out how to solve a particular part of the maze, press button [1] on the map screen and a handy hint pops up for you to nose at.

The moves you make in each round are an important element to *Popils*. The computer suggests the total number of steps you should take to reach the princess. If you beat the Game Gear's estimate, you earn bonus points a-plenty!

There are some great features crammed into *Popils*. It *has* to be one of the few GG releases with a battery back-up facility. There's a *Gear-to-Gear* link option, a flip screen preference, whereby the playing area's completely reversed, and a storming map editing device. Create your own intricate maze patterns, test them out and save 'em to cart for future games.

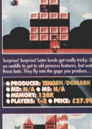
Top of the pops!

Popils doesn't possess mind-blowing graphics or sound but that doesn't matter. Without doubt, gameplay's its outstanding feature.

The difficulty level's just right and it takes a helluva lorra logic and patience to complete later levels. There are loads of tricks and traps in store: one wrong move and your true love's destined to spend her days slaving over a hot wizard!

Popils is a hit here at SEGA FORCE Towers. There are so many Game Gear releases around at the moment with nil lastability, but you'll find this corker a real challenge, not to mention a refreshing change. It plays well, looks good and is TOTALLY addictive!

ADE



Surprise! Surprise! Later levels get really tricky. Use ya noddle to get to old princess features, but watch those bats. They fly into the gaps you produce...

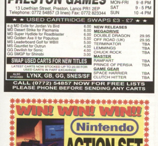
- PRODUCER: TENGEN/DOMARK
- MD: N/A ● MS: N/A
- MEMORY: 128K
- PLAYERS: 1-2 ● PRICE: £27.99



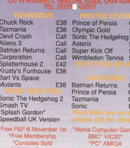
Above: Another level that's hard to handle. Use the ladders to your advantage, but don't drop on those red cones. Ever had a spike up ya ass?!!





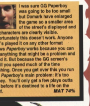


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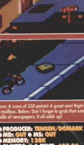


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I was sure GG Paperboy was going to be too small but Domark have enlarged the game so a smaller area of the street's displayed and the characters are clearly visible. Unfortunately this doesn't work. Anyone who's played it on any other format knows *Paperboy* works because you can see anything that might be a problem and avoid it. But because the GG screen's small you spend much of the time crashing. Once you get over this you run into *Paperboy*'s main problem: it's too samey. You'll only get a few plays outta this before it's destined to a life on the shelf. **MAT 74%**



Above: A score of 250 points! A great aim! Right in the mailbox. Below: Don't forget to grab that extra bundle of newspapers. It all adds up!

- PRODUCER: TENGEN/DOMARK
- MD: OUT ● MS: OUT
- MEMORY: 128K
- PLAYERS: 1 ● PRICE: £27.99

Reviewed!

PAPERBOY

Extra! Extra! Read all about it! Deputy Ed calls it quits and takes up newspaper delivering. It can't be true! ADRIAN PITT wouldn't be seen dead in a kagoul!

It's about time we had loads of Game Gear releases. Together with technical impresarios, Tengen, good old Domark have added to the list and brought this classic romp, hot off the presses, to the small screen.

The idea's to deliver copies of the infamous *Daily Sun* to customers on the subscription list. A map screen makes identifying who's who a little easier, highlighting those customers who require a morning read.

Choose Easy Street, Middle Road or Hard Way, though the latter's a tough route to crack and first timers should plump for Easy Street!

Customer care

Slight of hand and a keen eye are needed 'coz the streets and pavements are choc-full of hazards and traps. Road workers, breakdancers, dogs, cats, unicyclists, lawnmowers, remote-controlled cars, manhole covers with a life of their own... you name 'em, you're bound to bump into 'em!

Remember, as you're dodging obstacles you *must* deliver the *Daily Sun*. Subscriber's houses are pale blue and often have a mailbox outside. If your aim's good you can stack the points up.

On yer bike!

Running low on copies? Fret not! There are loadsa bundles on the pavement. Just run over 'em and the onscreen counter rises, no sweat!

If you break a customer's window or fail to deliver their paper, you're reported to the newsagent and a subscription's cancelled. Tut tut.

At the end of each street there's a training section. Jump over ramps, sand traps and pools of water. Extra speed's required to leap over some water troughs. Hit the various targets en route to gain bonus points.

Makes the headlines

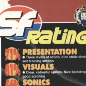
Domark have done a fine job with Game Gear *Paperboy*. The graphics are really colourful, with some ace backdrops.

The playing area needs a bit of getting used to, though. Sometimes it's difficult to judge what obstacles are gonna appear onscreen. Scoring's a little easier than the MD game, so gameplay's more rewarding.

No problems with scrolling, it's spot on, not a hint of flicker. A good intro tune, in-game ditties and FX mean it's kind on the ears, too.

At last, handheld buffs can get their mitts on a real classic! All in all, *Paperboy*'s a wheelie great game! (*Groan!* — The SF Team.

ADE



SF Rating (GAME GEAR 99)

- **71% PRESENTATION** — Three levels of action, nice static shots and training section
- **81% VISUALS** — Clear, colourful sprites. Nice backdrops, good scrolling
- **58% SONICS** — Irritating tunes, reach for the volume knob! Good spot FX, though
- **79% PLAYABILITY** — Easier to control than the other versions. Slick levels
- **75% LASTABILITY** — Challenging for a while, but tends to get a little samey

76% FORCE — It's stood the test of time. Another good conversion.



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Boxing is a violent, bloody sport that can leave a man with a face like a bag full of spanners. So we put MAT YEO in the ring and let 'im 'ave it!



Reviewed!

EVANDER HOLYFI 'REAL DEAL' BOX

I don't know about you, but boxing makes absolutely no sense to me whatsoever! Two men in shorts beating the living crap out of each other and getting paid for it? Sounds like working for SEGA FORCE!

If you weren't aware of the existence of Mr E Holyfield, don't worry — neither was I! Yes, once again I prove my ignorance of yet another popular sport. First ice hockey, now boxing. I apologise to all the sports fans out there who've tuned in to this review expecting in-depth commentary, interesting sports quips etc... because they won't be getting any!

Action can get heated, cut eyes and teeth knocked out

I have to admit, though, this little sports sim managed to tweak my nipples! As boxing games go, it's great! The star of the show doesn't matter. It could be anyone from Muhammad Ali to Mahatma Ghandi, as long as the game looks good and plays well, it's a winner!

Tailor-made trouble!

First decide where you want to begin. You can begin a new fighting career, resume an old one or take part in an exhibition fight, for the sheer fun of being repeatedly hit in the face.

When you've made your flicking mind up, get to work on your boxer (and no, I'm not talking about taking your dog for the snip!). This darlin' of a game let's you choose a right- or left-handed boxer, hair, skin and trunk colours... even the type of head you want! Complete your pixelated pugilist by adjusting the power, stamina, speed and defence settings.

On the next menu, choose three helpful training items from jump rope, running shoes, speed bag, protein diet, punch bag, sparring, loose weights and multi-gym! Phew!

Each of these has a different effect on your statistics. By raising and lowering your energy bars, you can get the best performance out of your boxer. Press Start to discover which geeza you'll be beating seven hells out of (hopefully)! You can alter the number of rounds in the bout on this screen. Start the round and prepare to make your opponent eat teeth!

The action's viewed from a TV camera's point of view. It pans around first, showing the ring, and settles on the boxers. Their vital statistics are shown (madam!) then it's on with the show!

Each round starts with a rather nifty piece of sampled speech and that all too familiar bell. Both boxers are well-animated and move very smoothly.

There are a variety of moves and the controls are dead easy. Use the direction pad to move left and right, some nifty footwork thrown in for good measure. Up and down make you duck and stand up. Use [A] and [B] to punch with either hand. It's best to lead with the hand you chose on the menu screen as this will be more effective.

Use short jabs to keep your opponent at bay then finish with an upper-cut! Get in low and trade body punches then stand up to knock his block off!

The big one-two!

Your main energy is displayed as a bar at the bottom of the screen. There are two other energy boxes showing damage to the head and chest.

The action can get very heated, cut eyes spurting blood and teeth knocked out every few minutes! If you get knocked out, you land on the

Yeah, yeah! I've been around a bit and he looks like a good boy to me! He's a-moving and a-grooving, floats like a butterfly and stings like a high-speed express train hitting ya square in the face! I, for one, would never dispute Evander Holyfield's right to the World Heavyweight Boxing Championship (bleedin' coward! —Prod Ed), but while he's safe in the States, I can't resist having a knock at him on the Mega Drive! As far as boxing sims go, this one's a dream. The number of options knocks you out while the in-ring action is easy enough to pick up and packs a real punch! The sound needs some tweaking but the graphics are outta sight! This is a must for boxing and sport fans as well as lovers of good, clean beat-'ems!

CHRIS 90%



● PRODUCER: SEGA
● GG: N/A ● MS: N/A
● MEMORY: 768K
● PLAYERS: 1-2 ● PRICE: £49.99

Above: Take your pick from the training options and you're man becomes a meaner fighter straight away. See how each training spot affects his ratings and choose the best combination of three.

Looks like Mat's taken a beating! He claims he went out for the count on purpose to see how fast he could revive himself! If ya believe that you'll believe anything!

canvas with a *thwack!* and the clock starts a-tickin! You have ten seconds to get up by whacking the [A] button as fast as possible, then [C].

The highlight of the game, though, comes between rounds. The end-of-round statistics are displayed, showing punches thrown, blocked and number of hits taken. You won't pay any attention to these, however, due to the presence of a rather large-chested young lady who wobbles across the screen wearing next to nothing (blatant sexism!).

With some great boxing action and semi-clad women, this is bound to make almost everyone's Top Ten soon. Just don't let your mom see it!

MAT

Above: Watch the head and body meters during the fight. They tell you just how much damage you've got and received each round. Let 'em build up too high and you're on the canvas!

Below: What did I say? Now you've gotta press [A] flickin' fast to try and revive yourself. Hit the right level and press [C] to get back on your feet again. You have been warned!

You've got a real bruiser here! Use the options menu to create your ultimate fighting machine!

SF Rating

88% PRESENTATION
● Good use of menus and statistics. As professional as Mr Holyfield himself!

91% VISUALS
● Smooth movement, large figures and an impressive 3D ring

67% SONICS
● Realistic bashing, thumping, thwacking effects but no real tune

84% PLAYABILITY
● Easy to get to grips with, versatile, responsive controls

90% LASTABILITY
● It'll help you waste many a dull evening — you won't throw the towel in!

89% FORCE
● A grand boxing game that pulls no punches! Go get 'em!



GUTTER SNIPE

A rotter! Garotter! As tough as old boots, pulls legs off lizards and barbecues newts! He's dead anti-social, his own mother cowers, he loathes all us writers at SEGA FORCE Towers! An agony aunt, put Gut to the test, reading his answers'll make ya depressed!

Letters

A funny thing 'appened to me in Coventry a week last Thursday. Ron Atkinson, TV personality, cordon bleu chef and manager of Aston Villa FC, tapped me on the shoulder and cried, 'Aye up, Gut! Fancy a nose round the cathedral?' Sporting a smart pair of checked flannel trousers, tank-top and floppy sun hat, how could I refuse?

Chuff me! Worra disappointment! They 'aven't finished buildin' the place yet! Bits of rubble scattered here, there and everywhere, no glass in the windows, not a toilet in sight, no gift shop — and they've forgotten to put the bleedin' roof on! (Little does Gut know, he visited the *ruined* cathedral! —Ed.)

And to add insult to injury, Big Ron kept moanin' and groanin' on about how he failed to tempt David Platt with offers of a starring role in *The Darling Buds of May!* Speakin' of which, send ya scribblings to: GUTTER SNIPE, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW, to arrive no later than Lord Lucan... ('Who's Lord Lucan, Mam?' —All the likkle kiddies in the world!)

Ya can see Tom Percival from Shropshire's dyin' to get his paws on Sonic II. Here, the blue buddie's mate, Tails steals the limelight for a change. Great pic, Tom! Watch out next ish, the sender of the best letter and the bestest drawist each get a massive prize!!

Ideas corner

Dear Sir Gut

I've thought of an idea for a game so I've written a letter to **Sega**, but I don't know their address. I was wondering if you could pass it on? I enjoy your magazine.
David Morris, Mount Pleasant, Shrewsbury

No sweat, David. For you and the several million other SEGA FORCE readers who don't know the address, it's: SEGA EUROPE, 16 Portland Road, London W11 4LA. Telephone: (071) 727 8070.

While you're writing, ask 'em if they've seen my itsy bitsy, teeny weeny, yellow polka-dot pot pourri. I'm sure I left it there at last year's Christmas party. I need it desperately to freshen up the FORCE offices. Mat's constant flatulence has become very wearing. Beans are banned in future, Mr Yeo!

Gizza job!

One of my friends has got a job reviewing Amiga computer games. He gets three free games and £400 a month. I was wondering if you could give me a job, or tell me where I can get one reviewing titles for my Mega Drive and Master System? An early reply would be appreciated.
Chris Winslow, Bedford

I tell you what *would* be appreciated, iguana features, you combing ya hair and havin' a wash, Mr Creosote Neck!

Bully for ya mate! I get two free Spanish flamenco dancing dolls, a space hopper, a blob lamp and a pile of old electricity tokens each month! I've never heard so much bull in the whole of my life. Apart from the time I got trapped in a field with a herd of cows, Jimmy Hill and a double glazing salesman! No jobs going at SEGA FORCE, I'm afraid. Why not work as a pudding representative for one of our rival 'magazines'? Yes, you too can be a 'Sago Rep'... Phone them now, they'll show you how!!

Leander propaganda

Dear Gutter Snipe

I know *Leander* is coming out for the MD, please could you tell me if your wicked mag will review it? Is the game better than the Amiga version? What kind of game is *Leander*? How much will it cost?





Hey! This is a well rad pic, man! Daniel Swinswood of Stoke-on-Trent reckons Sonic should shake his funky stuff on the stage! Totally dufus, guys!

Is the SNES better than the MD? What's your favourite fighting game on the Mega Drive?

Please answer my questions or I'll chuck my MD away and buy a Super Nintendo! *Lee Savery, London*

That's a rather spicy little name you've got there, Lee! Idle threats don't scare me. If ya wanna buy an SNES and play away to your heart's content with the incredible range of games that are available at the moment (sarcy, sarcy!), then get on with it. Just remember, by the time the SNES has caught up with the MD in the games department, the Mega Drive will be *so* advanced, the SNES will look like a glorified house brick!

***Leander* is planned for a September release and will knock ya back about 40 quid. It's a platform hack-'em-up, plenty of blood, guts and gore! My fave fighting game's *Pitfighter*.**

What's this Amiga you're on about? Never 'eard of it. Some sort of cleansing agent, ain't it? Or is that *Swarfega*? Never mind. I've cleaned up as far as this letter's concerned! Next...

Out for the count!

Dear GS

Have you always had the intelligence of amoébas at SEGA FORCE or what?

The May magazine was Issue 5. The June mag was also Issue 5. Can't you lot count? Will it be worth any money when your mag becomes collectable?

By the way, can I have a T-shirt (XL), or maybe even a job? *I* can count to 20!!
Darren Townhill, Barnsley, South Yorkshire

One... two... errrr... four... ho-hum... five... Ooops! Sorry, just checkin' through me pay packet!

Flickin' hell, *that* old chestnut! We thought Issue 5 was so chuffin' amazin', we'd repeat its success and have an 'Issue 5b'. Logical, eh turdy pants?

Of course we can count! Moonbeams, sheep, the number of times Ed utters an Anglo-Saxon expletive — you name it, we count it!

No extra large T-shirts, I'm afraid. Pair of American Tan tights with more ladders than the North London Fire Brigade and an old Maxi coat left over from the Sixties. Any offers?



Here our cartoon heroes grace the letters pages for the first time! Chris Parker from Edgefield in Norfolk sent this in. One of Mat's favourite games. Look out for his complete solution in the Pittstop. Old Gutty needs more pics, if you'd be so kind. If your arty-farty bits grace his column, you stand the chance of winning some SEGA FORCE tacky bits and a T-shirt. Get colouring, dudes...

PROfessional traitor

Dear Gutrot

I'm one of the starving of Bury St Edmunds and I write about that fool who forgets what he's gonna say, **Anthony Stevens**. He didn't seem to like you calling him a pratt, so switched magazines and sent a letter to *Sega Pro*. I hope you don't mind me finding it? I *had* to look inside to see which was the best mag. The answer? SEGA FORCE, of course!

Jonathan Lewis, Bury St Edmunds

Thanks for spilling the beans, Jon, but I'm well aware Mr Stevens writes to other 'magazines'. Why, only the other day, I spotted him scratching his periodicals in a local newsagent! His scribblings have appeared in such classics as *Sado-Masochists Monthly*, *Hypochondriacs Weakly*, *Home and Lurex* and *Bunty Suffers Post-Natal Depression*.

Let me find ya reading *Sega Pro* again and I'll chop off ya fingers and use 'em as tent pegs. Take care!

Made in Hong Kong

Dear Gutter Snipe

I used to buy all three **Sega** magazines every month, but something really funny has started to happen to the other two. They've taken to sticking crappy bits of electronics on their covers and putting the price up!

Look at *Sega Power*, for instance... they had a free set of earplugs that were absolute shite. They charged 55p extra for this 'gift' — worra rip off!

Then there's *Sega Pro*. They had a watch that cost a full quid extra... yes, a FULL QUID!! It took ages to get the thing to work because the plonkers didn't print the instructions till the month after. Even when I *did* get it to work, I put it on and the strap bust, causing it to fall in a puddle! Water resistant, huh?

Another thing, both these mags say they're Britain's best selling **Sega** mag. I suppose they're both telling porkies?

Oh well, I suppose I'll have to put up with SEGA FORCE. It may have some crap reviews, but at least it doesn't rip me off with shitty bits of broken Hong Kong cack. Yours bloody annoyed...

Dominic Whitcombe, Kent

By heck, Dominic, you've a chip on your shoulder *that* big, Ludlow Chippy couldn't come up with the vinegar!

Oh no! I feel a poem coming on: If *Sega Power* and *Sega Pro* give gifts that melt like butter, grab 'em by the curly bits and chuck 'em in the gutter!' I reckon salty water had a lot to do with the demise of those timepieces you mention. As for the reviews, well, I can't speak for the staff writers. Actually, I can: 'Ugh!' — there we go!

We at SEGA FORCE believe in giving away only the finest quality merchandise. You'll be amazed at the gifts and gadgets we're plonkin' on future covers. Amaze ya mates with our solar-powered potato peeler! Wow ya Auntie Fanny with our glow in the dark, blow-up antelope! Be the envy of ya neighbours with our crafty cardboard cut-out thingy! Pop the two-inch square piece of card into water and watch in awe as it expands and miraculously transforms into a semi-detached residence with bijou bathroom and nuclear-powered airing cupboard!

Well, actually — I lied. We're *not* giving this lot away at all. But I *had* to tell you that 'coz you wouldn't believe the number of people in Magazine Land who actually fall for the things I spout about! It's true! If I said Matt Yeo (pronounced 'Yo!') was Skippy the Bush Kangaroo's stunt double people'd fall for it! I ask ya...

Go on, ask me...

Dear Sir

We're dedicated readers and would like you to answer a few simple questions (simple enough for you — don't know about **Mellerick**, though!).

1. Are any more smart **Electronic Arts** games coming out on the MD?
2. Is *Lemmings* coming out on the GG in the near future?
3. When's *Sonic 2* coming out?
4. Why are **Nintendo** sad?
5. Why does poor old Mellerick get picked on a lot?

P Baker and P Sargeant, Middlesborough

Dedicated readers? Ha! *Desecrated* more like!

Electronic Arts **have loads of stonkin' Autumn releases. I know what they are — but I'm not allowed to leak anything. Well, there *are* certain things I can leak, but my bodily fluids are no concern of yours! Fnarr fnarr!**

I've heard rumours that *Lemmings* will be leaping onto the GG at the end of the year (from a great height, slowing their fall with stripey brollies); keep reading these hallowed pages for more news. *Sonic 2* comes out on 21 NOVEMBER on ALL THREE FORMATS!! At least that's what Sega **tell us!**

Nintendo **are sad because they're not happy and Paul doesn't get picked on, he get's pooped on — from a very great height...**

Magpies for the cup!

Dear Gutty

Who are you to criticise **Kevin Keegan**'s haircut? All you ever had was a wig from Marks and Spencer and a **Right Said Fred** baldy nut!

I know your type! You're just a slime-suckin', manure-chewin', braindead, NES-ownin' Villa fan, aren't you? Well kiss mine, 'coz Newcastle are gonna kill you in the cup! And give Paul Mellerdick a good slapping for me.

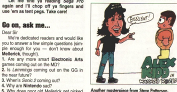
Oh, you didn't answer that lad when he asked whether you'd chin YOB from *C&VG*. Are you scared of him?

Peter Atkinson, Tyne and Wear

What? Scared of the lad who wrote in, or piddlin' me pants over that smeghead YOB? Well, neither! No one on God's Earth scares *me*. Not even Tony Daley!

Okay, so I'm thinning on top. But what I lack in hair I make up for in other areas! Ya cheeky blighter! Let's just say, the escalator's working in *my* underpant's department!!

Every time the lads at SEGA FORCE make comments about football teams, letters of disgust come floodin' in! So what if I support Big Ron's Claret and Blue Army? The colour goes with my eyes! Now naff off!



Another masterpiece from Steve Patterson. It's a miracle, coz that little clutz Alex Kidd gets just about everywhere. Here, he joins Wayne in a new movie extravaganza. Gut once had to audition for the part of The Terminator, but forget to get out of bed... Watch for him in this week's El Dorado!!

Moronic Sonic

Dear Gutter Snipe

I've recently played MD *Sonic the Hedgehog* and have been told the record for completing Green Hill Zone, Act One is 29 seconds. If this is true, then I've some news for you — I've completed it in 28 seconds!

If anyone has completed it quicker, without using cheats, then they're assholes, 'coz it's virtually impossible! Please can you tell me whether I've set a new record.

Mark Gregory, Leeds

Yawn! Yawn! Yawn! Tickle me turnips and call me Ermintrude — not *that* old sponge finger again?! Listen up, vinegar breath, *I've* completed the same Act in 26 seconds! Warren's completed it in 19 seconds. Matt's completed it in 14 seconds. Big Ed's completed it in 11.375 seconds. The whole of N-FORCE (spit!) have completed it in 6.3795 seconds and Ade completed it before he'd even started!

See what I 'ave to put up with? Every time a flickin' letter like yours is printed, other deadheads write in claimin' to have beaten the stated score. Well enough! Yes, you've set a new record. Your letter was the fastest. The fastest to be chucked in next door's skip! Stay warm, ya hear?!

It just ain't cricket, guys!

Dear Gutter Rat

I've only two problems with your mag. Firstly, the reviews and Advance Plays — they're crap, mainly due to my second criticism, **Paul 'thick as elephant s**t' Mellerick**. The man is an utter dick!

In Issue 7, he muttered that baseball was the Yank's revenge for cricket. Well, as you undoubtedly know, Gut, baseball was invented in England and the only reason it didn't take off over here is 'coz we prefer cricket. That, and the fact that baseball's s**t.

Paul obviously doesn't play the games he reviews for longer than… oooooh… ten seconds. But worse, he then attempts to write about them — and fails miserably!

However, these minor faults are more than counter-balanced by your letters page, tips section and news. All easily the best in the video games magazine family type-thingy!

Andrew Collins, Mile End, London

Miner faults! The only fault *I* find with miners is they tend to look a little bit black and grubby at the end of the day! God knows what they get up to down t'pit?! The only thing I know about cricket is Ian Botham should wear baggier jumpers and get his hair cut! I haven't a clue what the rules to baseball are! I used to like rounders when I were a lad. Playing with ya laces tied together is great fun!

Paul who?! It's been a long time since I heard that strange word mentioned around here. Run along now and don't forget, when ya go on ya hols, send us one of our SEGA FORCE postcards, ya hear?!

Hedgehogs are flat!

Dear Gutsy

Why does everyone think *Sonic* is good? Personally, I think it's crap! I mean, if you look at him closely, he resembles a duck! Anyway, I think you should make **Asterix** the new **Sega** symbol.

Andrew Parker, Sega World

Are you a Nintendo **owner or what? Perhaps you had a rather disturbing experience with a hedgehog from Warwick as a nipper? Perhaps hedgehogs aren't your most favourite of food substances? Maybe the spikes keep getting stuck in ya teeth?**

What's wrong with blue hedgehogs? Grannies everywhere have blue hair. Hedgehogs are natural! Hedgehogs are wholesome — and I'm convinced they're a major contribution to road safety! Now leave Sonic alone, ya bully!

Worra pervert! We always thought these computer characters were bad for the kids. Now we've got proof! This great pic, sent to us by Shane Bunce has Mario doing his peeping Tom bit. Looks like Sonic's just set the sheets alight. Why? Well, look what's goin' on in the background. Sonic's run off with Mrs Mario!! It's foul, it's disgusting! Oh, go on then, let's keep it in!

Quiz time!

Yo! My man Gutter Snipe

I'd like to ask you some questions.

1. Why does **Paul Mellerick** do most of the reviews?
2. What's the best beat-'em-up on the MS?
3. Is *Lemmings* coming out on the MS?
4. Will *Taz-Mania* come out on the MS?
5. How come most MS games come out on the MD before the MS?
6. Why's your comic so fab, ace, brill?!
7. How much do you think I should sell my Master System II for? It comes with *Shinobi World*, *Sonic* and *Action Fighter*.

Matthew Bingham, North Humberside

Grrrrrrrr! Look, my head's thumpin' like the bog door during a dose of the squitties! Can't you lot stop askin' these chuffin' questions?

1. Paul's a megalomaniac, basically. He seeks complete SEGA FORCE domination. For a whole issue, Ade was on his hols, sunning himself in Tunisia, so his mush didn't appear much. He's usually very busy anyway, compiling tips, news and assisting me with some in-depth research and marmalade making. According to Paul, we went easy on the new boy, Mat (two 't's please, Vicar!) during his first issue — in other words, the rest of the team did chuff all!
2. *Golden Axe* — it's a classic!
3. *Lemmings* land on the MS around Crimble time.
4. *Taz-Mania* looks likely for the early part of 1993.
5. The Mega Drive's more of a worldwide machine so a lot more games get programmed in America and Japan, then come out over here. If an MD game is successful, nine times out of ten it's

SEGA FORCE

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Here's the best way to reach other dedicated Sega game-freaks with whatever it is you want to reach them with: FOR SALE, WANTED, SWAPS, PEN PALS, USER CLUBS and the like.
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Oh cripes! It's that girl from Southend-on-Sea, Mr Anthony Stevens! He gets hate mail! His Mother's here next munf...

converted to the Master System.

6. Why's our mag so fantastic? Well, why's the sky blue? Why are trees green? We are what we are! That's my philosophical bit for the day.

7. Why d'ya wanna sell ya Master System, there are some ace games coming out in the near future. If you're *that* desperate to get rid of the thing, bring it down to Ludlow and I'll eat it! Can't say fairer than that, Guv!

A quest for knowledge

Dear Gutter Snipe

I was wondering whether you could answer a few questions? **(Oh chuff me! Not again?! —Gut.)**

1. Are Sega bringing down the price of games?
2. Is *Sonic 2* coming out on the Master System or the Mega Drive first?
3. Is *Street Fighter 2* coming out for the MD?
4. Is there a release date for *WWF Wrestlemania* on the Mega Drive?

Andrew Connor, Jarrow, Tyne and Wear

Sega have released six Mega Drive titles at a new low cost, £19.99: *Super Hang-On, Alex Kidd in Enchanted Castle, Space Harrier II, Last Battle, Super Thunder Blade* and *World Cup Italia '90*. See the budget round-up last issue. More could follow.

***Sonic 2* is set for a worldwide release on MS, MD, GG and Mega-CD at the same time. If I've said it once, I've said it a thousand times!**

I've delved through Sega's bowels and I can't find mention of *Street Fighter 2*. On the other hand *WWF* could be out for Christmas — January '93 at the latest.

I once knew a young man from Jarrow, who farted a lot in a barrow... Oh, I'm in no mood to carry that on!!

Dominic Bell from Merseyside knows where his bread's buttered! Buy or die, plebs. Great!

Oi! It's not where you start, it's where you finish — and 'ave ya noticed they insist on crammin' *my* section at the back of the bloody mag each munf? Never mind, it's still the funniest bit. I'm such a shining wit! *That* sharp, one of these days I'll cut myself!

Listen, if, like me, you've got a poetic bent (fnarr!), let's see some of your odes. Write a poem about SEGA FORCE or the reviewing team, a rival 'mag' or one of the games, and if it's good enough, I'll print it! Let's 'ave a good laff.

Just one final thing, if ya wanna 'ave a gossip with the lads at SEGA FORCE, give 'em a bell on (0584) 875851. For subscription details and enquiries, dial (051) 357 2961. Mail Order can be contacted on (051) 357 1275, and if you feel the urge to purchase a back issue or three, it's (051) 357 2858.

Until next month — eat up all ya greens, kiddies!

SEGA FORCE CLASSIFIED ADS

SWAP

Swap ten WWF figures worth £50 for ToeJam & Earl on Mega Drive. Interested? Phone Duncan on (081) 659 7974 OK!

Mega Drive games for swapping, The Immortal, PGA Golf, Populous, Revenge Shinobi, Crude Busters, Magical Hat, Fantasia, Desert Strike & more. Phone me and I will give you a run down of my new games. Call Dan on (0850) 353484. after 6pm.

Swap my Revenge Of Shinobi or Sonic for EA Hockey, Desert Strike, Super Hang-On or F1 Grand Prix. Tel: (0428) 683577, after 5pm.

Game Gear with 11 games including: Sonic, Shinobi, G-LOC etc... plus Master System converter. Total value £450, will swap for UK Mega Drive or Amiga of similar value. Or will sell for £300 ono. Tel: (0792) 299521 for offers.

MS games, especially Chess, Champions Of Europe. I'll pay or swap with my games. Also Spellcaster £20. Tel: (21) 308 4768.

FOR SALE

For sale, Sword Of Sodan, £15, and Shining in the Darkness, £25. Call Chris on (0949) 51394.

For sale, a Master System 1 with five games inc Golden Axe and Shinobi, excellent condition. Price new £210, yours for a measly £100 ono. To be this heap takes your wages. Write to: Grant Reid, 6 Windsor Gdns, Pitlochry, Perthshire, Scotland.

Game Gear, AC adaptor, Carrycase plus seven games, including Sonic, Shinobi, Donald Duck. All boxed and in excellent condition. £200. Tel (0706) 824164.

UK Mega Drive for sale. Three months old, two joypads, eight great games including Sonic, Desert Strike, EA Hockey, PGA Golf, Ghouls & Ghosts etc. Worth £450, will sell for £300 ono. Mint condition, ring (0932) 844451.

Bargain UK Mega Drive for sale with 11 games including Streets Of Rage , John Madden's and Ghouls 'N' Ghosts etc, also two joypads (1 turbo) Jap converter and £35 of mags, all boxed vgc. Worth £600, yours for only £325 ono. If interested, phone Mike on (0495) 200606.

Game Gear plus loads of excellent games for sale. Will split, very cheap. Telephone (083) 6768164.

Amazingly cheap Mega Drive cartridges for sale. Send stamp for big list, 100 titles including obscure imports, to: Mikey, 13 Bournville Lane, Birmingham B30 2JY.

For sale, Master System II, £40, Space Harrier, Shadow Dancer, Golden Axe, £20-£25 each. Ninja £7. Ring (0485) 237094. OK.

Mega Drive Desert Strike, PGA Golf, EA Ice Hockey, Streets Of Rage, Immortal and more for sale! After 8pm, call Stephen on (091) 385 7922.

Mega Drive plus loads of games for sale, will split, very cheap. Please phone (083) 676 8164 after 4pm.

Mega Drive games for sale. Games include Desert Strike, Castle Of Illusion, Road Rash, Streets Of Rage, Populous, The Immortal, Hellfire, Battle Squadron, F1 GP, Shining, Phantasy Star 3, Vermillion etc. Write to Carl Buckley, 6 Helmsley Way, Spalding, Buckley, Lincs, or phone (0775) 760638.

Sega Mega Drive for sale, Power Stick, joypad, 30 games, Toki, Pitfighter, Sonic, JM Football '92, M Madness, EA Hockey, Space Harrier 2, E-SWAT, Shinobi, New Zealand Story, Decapattack, JB Boxing, Paperboy, Afterburner 2, James Pond 2, World Cup 92 and many more. 14" colour TV included, £800 the lot. Tel (0768) 899773 after 6pm.

WANTED

Will pay between £10 and £18 for UK Mega Drive games. Must be boxed with full instructions. Send details to: Simon Fillies, 2A Cherry Tree Ave, Dover, Kent CT16 2NL.

Sega Master System, rapid fire unit. Phone (0702) 345106.

Wanted, Master System games, especially Strider, Asterix, Klax or Super Kick Off. Will pay between £11-£16 pounds. Richard Ruing, 19 Maskelyne Close, Battersea, London SW11 4AA.

Next Month

WHAT?! ANOTHER FREE COVER GIFT? Buy and believe, Deadheads!

SONIC WHO?!

Look out for something extra-special on 'you know 2!'

'Big money! Big Prizes! I love it!'. Flying Edge's brilliant Smash TV hits the Mega Drive and Master System.

More compos and prizes than you can handle!

Get mega serious and service all yer Sega needs with the incredible Issue 10, on sale from 10 September

DEADHEAD SET HI-SCORES

You know the score! We've weeded out the men from the boys here at **SEGA FORCE** Towers and that means old Paul Mellerick had to go! He couldn't hack the pressure from MAT YEO, so he packed his bags and shipped himself off to the Land Of Nod!

So what does that mean for you 'orrible lot? It means you've got the whole **SEGA FORCE** team to contend with now! We're gonna be putting our hi–scores up for toppling and we want you to send in yours for us to laugh at!

Check out our top scores each month then go away and see if ya can beat 'em. If not, just send in your other scores anyway and we'll put 'em on this page. By the way, don't forget to send us a photo of yourself as well, so that your face can grace these hallowed pages! Let's go!

COME AND GET US!

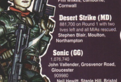
Big Ed: MD Dragon's Fury/Devil Crash — 26,786,300 (and I'm only just getting warmed up! —Ed)
Big Deputy Ed Ade: New Zealand Story — 16,293,000 (just for starters!)
Big Mat 'Paul who?' Yeo: Taz–Mania — 33,120 (completed)
'Big Girl's Blouse' Warren: Maltesers (five-minute time limit) — 11,024

NOW IT'S YOUR TURN!

Alex Kidd in Miracle World (MS)
17,400
Gregory Hyde, Birstall, Leics

Castle Of Illusion (MS)
138,660 (completed)
Phil Wilkes, Camborne, Cornwall

Desert Strike (MD)
881,700 on Round 1 with two lives left and all MIAs rescued.
Stephen Blair, Moulton, Northampton



Sonic (GG)
1,076,740
John Vallender, Grosvenor Road, Gloucester
909980
Neil Hewitt, Staple Hill, Bristol

Sonic (MS)
968,900
Phil Wilkes, Camborne, Cornwall

Sonic (MD)
1,109,650
Dean Riley, Dyfed, Wales

Streets Of Rage (MD)
1,055,800
Stefan Ewen, Cosby, Leics

SEGA FORCE ISSUE 7 COMPO WINNERS

GIMME MY SONIC 2 BADGE!

You would not belieeeeeeve the number of entries we got for this gem of a compo! You can't get into our mail room for desperate cries of 'Gimmee! Gimmeeee!'

That aside, it took the SEGA FORCE team a fair few hours to sort all the entries out and pick the five totally and utterly, flamin' lucky beggars who're gonna walk off with a spiffing new Sonic 2 collectors' badge! Should we keep you in suspense any longer? Am I looking for a broken nose?

Nah, here we go: get set for your badges **David Harris** of Acre Street, **Nairn; D Smith** of **Stourbridge**, West Midlands; **Bonni Montague** of Brook Street, **Tring**; **A Mills** of Birchen Coppice, **Kidderminster**; and finally, **Shiny'l Chono** of Hall Road, **Wilmslow**, Cheshire.

You lot are going to be the envy of your neighbourhood, so enjoy yer badges and tell yer mates where ya got 'em, eh?

CLUB SPECIAL!

You can bet ya life we had a mammoth response to this one, what with the mega **Special Reserve** prizes up for grabs!

To get hold of an awesome add–on for your machine, all you had to do was complete the amazingly original slogan: 'I think **SEGA FORCE** and **SPECIAL RESERVE** are totally brilliant because…' and you should've seen some of the outrageous replies we got! Honestly, some of you lot need yer mouth cleaning out with a bar of soap! Anyway, we've got five winners for each Sega format, so without further ado, here goes…

The lucky winners of the Mega Drive Beeshu Striker Joypads are: **Liam Hurley** of Stanley Street, **Edinburgh** for… 'because they leave a mature yet refreshingly tangy aftertaste in the mouth!' (hmmm! —Ed); **MG Fisher** of Grenville Drive, **Smethwick**, West Midlands, who reckoned it was… 'because neither of them have got anything to do with Timmy Mallet!' (uh–huh!? —Ed); **G Noton** of Pioneer Street, **Manchester** for the somewhat dubious… 'because they're cooler than the drool on a big dog's tool!' (wossat?!); **K Crouch** of Poplar Road, **Leatherhead** for the much more sensible… 'because SEGA **FORCE**'s quality and **SPECIAL** RESERVE's quantity make them a SPECIAL FORCE!' (luv'ly!); and **Paul Millward** of Broadwas Close, **Redditch** who reckons it's… 'because nine out of ten xenomorphs say their facehuggers prefer them!'

So much for the Mega Drivers! Now it's the turn of the MS owners, who're gunning for one of five brilliant Sega Light Phasers. Here goes with the winners: **Jamie Baldaro** of Fraser Gardens, **Dorking** who claimed refreshingly… 'because with Reserve's value and SF's innovation, you can't go wrong — the PERFECT combination!'; **Richard Ford** of Merion Gardens, **Colwyn Bay** for the rather vague… 'because the price is fair for the pair!'; **Peter Thorpe** of Cardiff Street, **Barrow–in–Furness** for… 'because Special Reserve is excellent and SEGA FORCE is the best Sega mag!' (startlingly original! —Ed); **Andrew Jones** of Fford Glyn, **Wrexham** for an amazing specimen of sheer creep… 'because they are fab and supreme and better than any other Sega magazine!'; and lastly, **Robert J Hagyard** for the stunning… 'because they have loads of competitions for us to enter and win!'

Right, now it's time for GG owners to sit up and pay attention! With five fantastic Gear Master Converters and Beeshu Magni Gears up for grabs, a massive postbag was guaranteed. Here're the bleedin' lucky winners: **Christopher Willmor** of West Hill Bank, **Oxted**, for the very clever… 'because they combine to give **S**uper **E**ntertainment to **G**ame **A**ddicts!'; **James Smith** of Maseley Wood Drive, **Leeds** for the stunningly obvious… 'because if I didn't, I wouldn't buy the mag or have joined the club!'; **Adam Wilson** of Downham Road, **Downham** for the creepingly creepy… 'because they are the best thing that has ever happened to computer consoles!'; **Darren Wells** of Eaves Lane, **Sutton–on–Trent** for the spiffingly topping… 'because they support Sega owners with humungous software, hardware and spot on reviews!'; and, right at the end of the line, **D Grant** of Banbury Road, **Woodstock** for the appropriately off-the-wall… 'because they taste wonderful between two chunks of bread!'

Well done to everyone who sent in their weird and wacky answers. Sorry you couldn't all be winners but that's the way it goes… tough! Never mind, there are heaps more prizes to be had elsewhere in this stonking ish, so get in there and see if you can't strike it lucky!!

GIMME THAT SHIRT COMPO!

Phew! Aren't we through giving out prizes yet? Not half!! If you put yer name down for the fabulous *Indy III* T–shirt compo, set up by those incredibly generous people at **US Gold**, take a butcher's through the following list and see if you've come up trumps and got yerself one of the 50 epic shirts!

Alan Pacey Hanwell London	Richard Cherrill Cherry Hinton Cambridge
Ronnie Saunders Malvern Worcs	Chris Brown Saltney Nr Chester
D Smith Stourbridge West Midlands	Neal Preece Leicester LE2 3AD
Adrian Rose Woodbridge Suffolk	Liam Hurley Edinburgh Scotland
S Presnell Tonbridge Kent	Mark Pearson Ashton-U-Lyne Lancs
L Farrow Beccles Suffolk	Craig Scott Highfields Stafford
Mark Scott Highfields Stafford	Rikki Walsingham Wells-Next-Sea Norfolk
Paul Bell Lincoln LN6 7PA	James McGhee Norwich Norfolk
Jamie Baldaro Dorking Surrey	Chris Illson Bournemouth Dorset
Les Prince Wythenshawe Manchester	Mr S Graham Mansfield Notts
Adam Wilson Downham Essex	Ian Arblaster Wombourne Wolverhampton
Ken Brown Cosham Portsmouth	Howard Doupe Southport Merseyside
Michael Jones Quinton Birmingham	Steve Wells Kettering Northants
Craig Mirfin Intake Sheffield	Robert Davis Bromley Kent
Derek Steel Brampton Cumbria	Adam Asghar Alexandra Park Nottingham
Jamie Everall Walsall West Midlands	The Occupier Cheltenham Gloucester
Mark Whittaker Kidsgrove Staffordshire	Jay Bates Waterloo Liverpool
Sue Hawkins Mold Clwyd	The Occupier Market Drayton Shropshire
Neil Brodie Fife Scotland	Robert Duncan Motherwell Lanarkshire
A Cash Upminster Essex	Andrew Palmer Newport Gwent
Robert Oswald Ixworth Place Chelsea	Brendan West Hoyland Nr Barnsley

SHORT BACK AND SIDES!!

Who's gonna get their hands on some mega *Lawnmower Man* goodies, then? Okay, so the questions really were cinchy, but we still managed to catch some of ya out! The answers were, of course, Pierce Brosnan, Virtual Reality and Birmingham. Whaddya mean? That's where *my* local Odeon cinema is!!

Only joking (or am I?!), the third answer was entirely up to you and, after some severe rummaging in Mat's underpants, here's the list of the lucky bleeders who'll be getting a superb *Lawnmower Man* sweatshirt and belt: **S Presnell** of Chichester Road, **Tonbridge; P Berry** of North Street, **Luton; Mark Pearson** of Kingsley Close, **Ashton–Under–Lyme; Matthew Forster** of Shelley Close, **Newport Pagnell; Jay Bates**, Green Lane, Waterloo, **Liverpool; Chris Guthrie** of Invergarry Quadrant, **Glasgow**; Miss **N Lorlaux** of Eton Avenue, **Sudbury; Lee Maguire** of Arundel Cottages, **Ascot; Matthew Sharples** of Smithy Lane, **Little Acton, Wrexham**; and Mrs **Jean Grzesik**, Selly Oak Road, **Sheffield**.

Enjoy yer goodies and keep entering the compos!



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